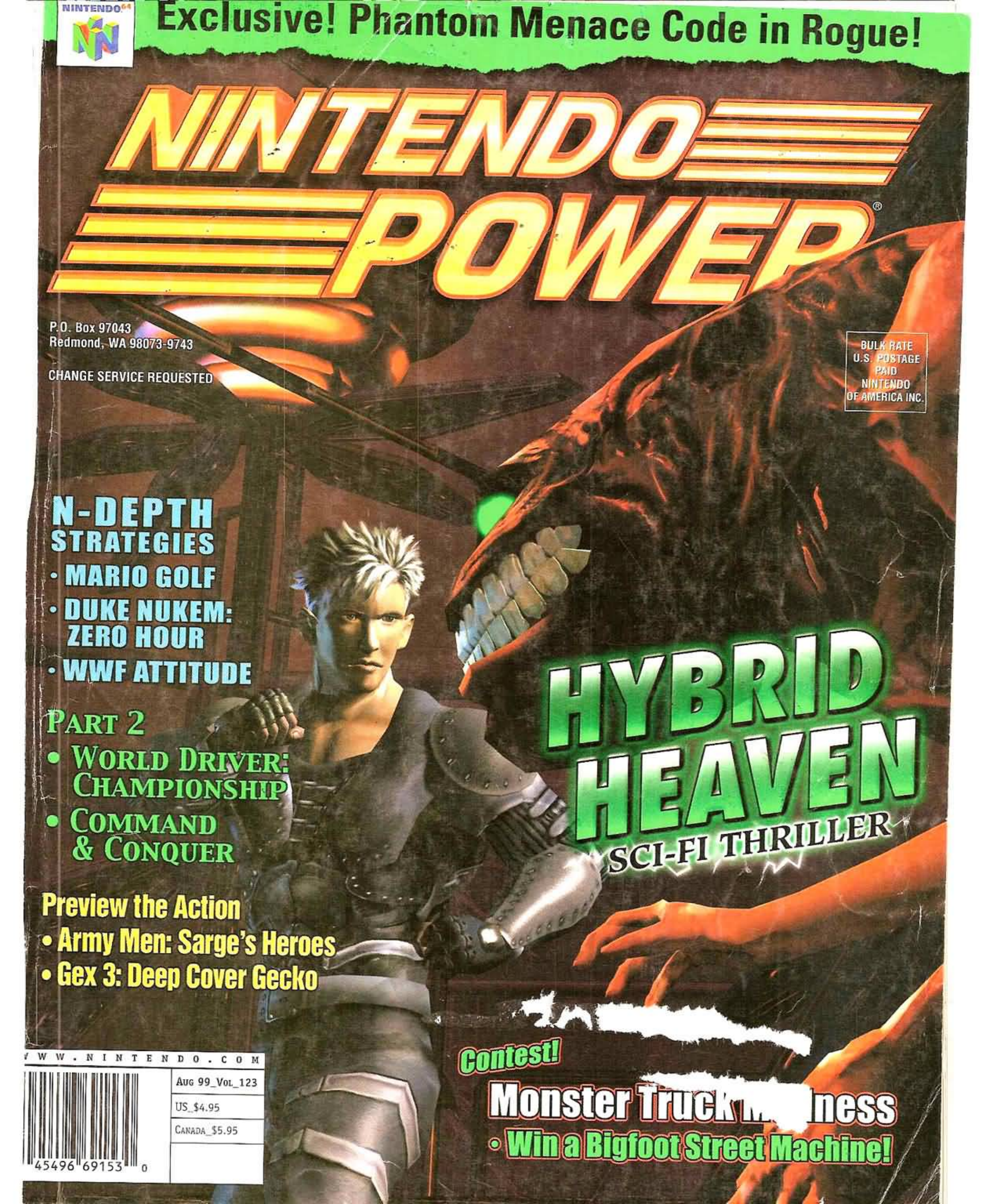
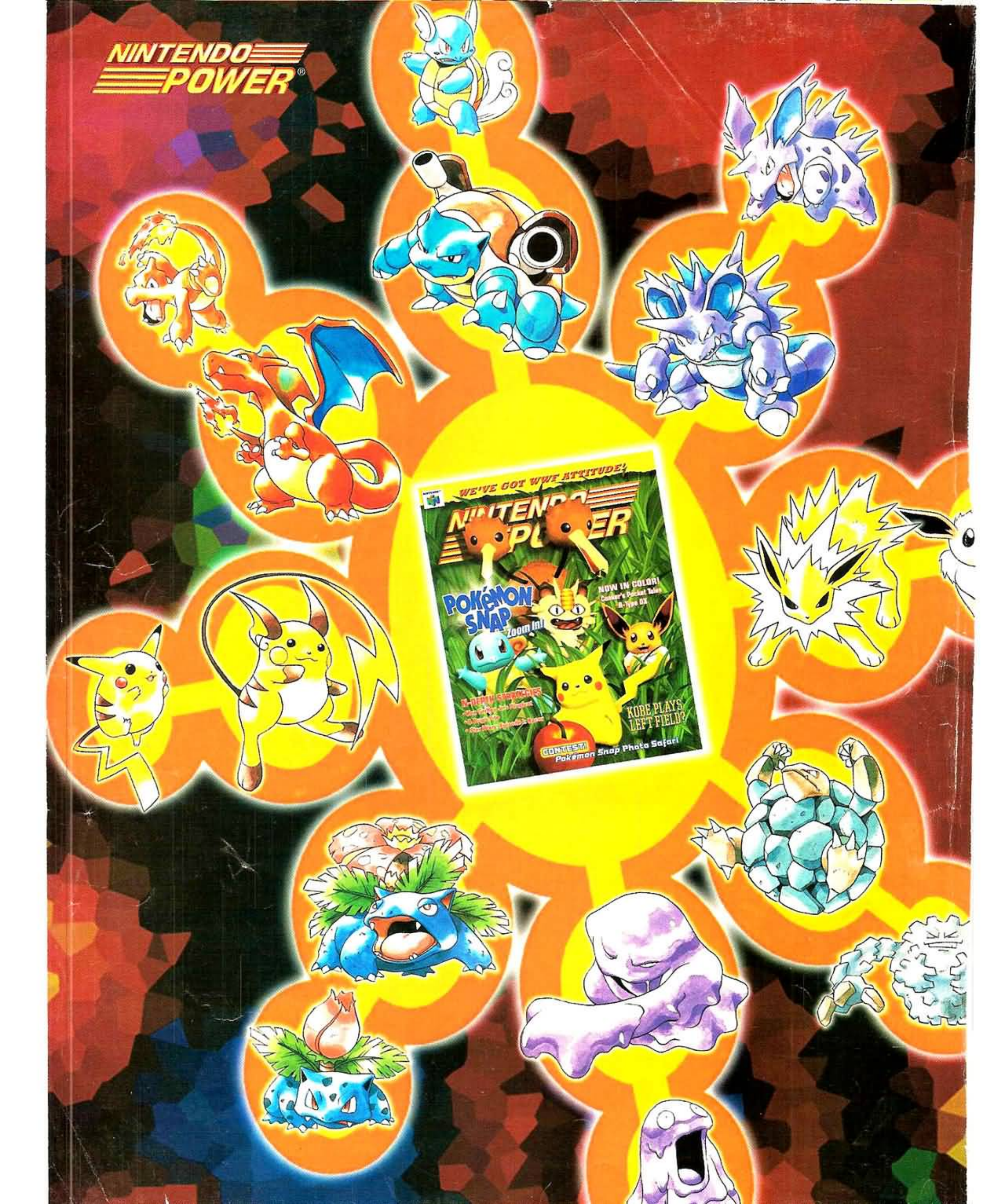


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Once Bulbasaur reaches level 16, it evolves into the more powerful Ivysaur. Combination Pokémon have twice the strengths and twice the weaknesses of other Pokémon.

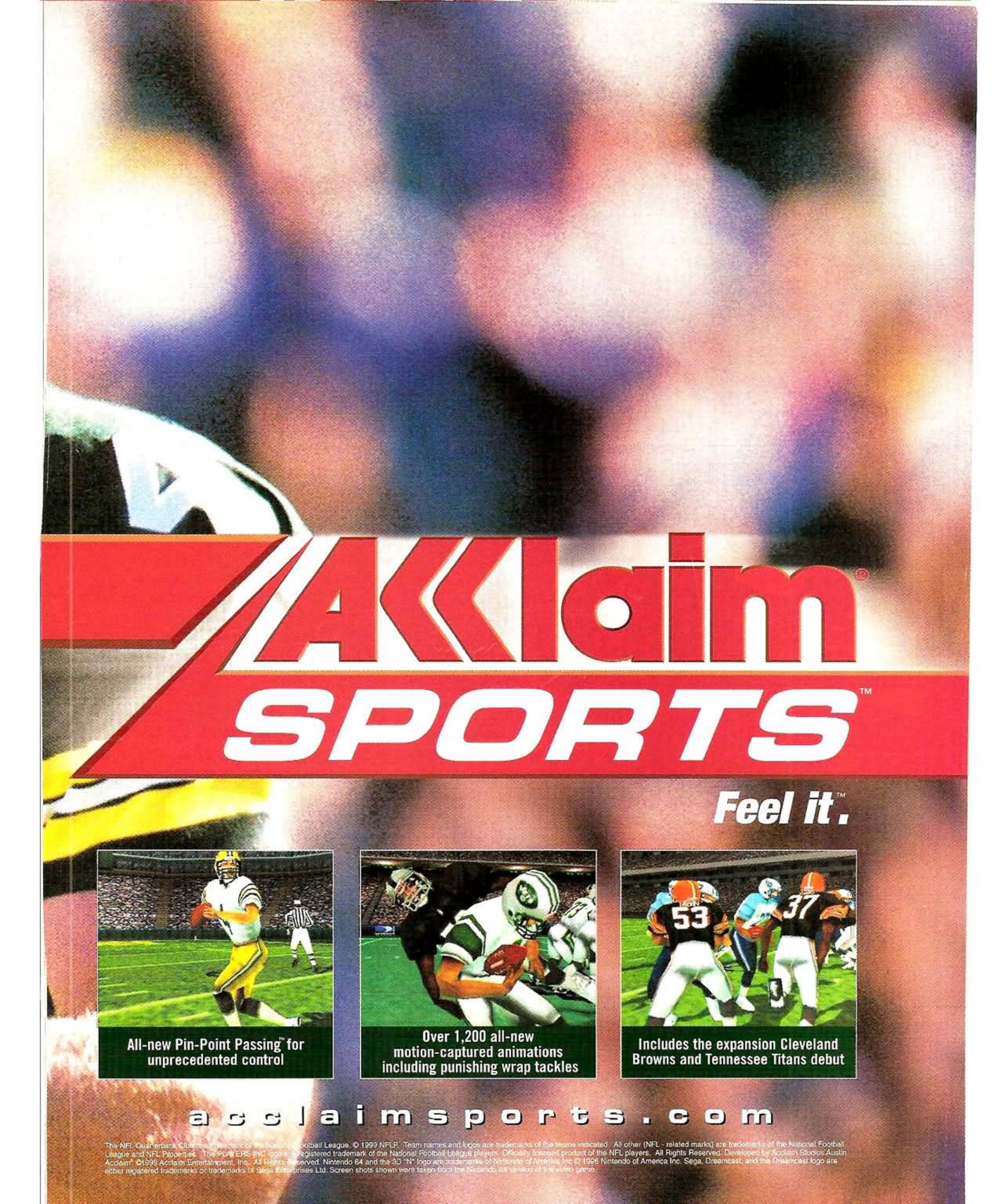
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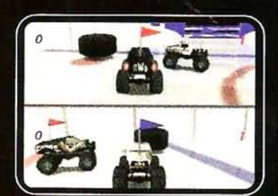


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PAGE 22
This month we're delving into Hybrid Heaven, exploring a cruel world, hidden under Manhattan, that is crawling with genetically-altered monsters. This new action-adventure from Konami puts your genetic code on the line—our strategies could save your skin!

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STRATEGY

SPECIAL FEATURES

EVERY ISSUE

PAGE 14

WWF ATTITUDE



Acclaim's new customizable wrestling game will be packing home entertainment arenas everywhere as rabid fans take Stone Cold, the Rock, Mankind, and dozens of other wrestlers to the mat. Everyone has a favorite—see the entire lineup starting on page 14.

PAGE 52

MARIO GOLF



When Mario, Peach, Bowser and the whole gang show up for 18 holes of Mario Golf, you know that they'll put plenty of fresh spins on the game. Step up to the tee with our complete course reviews, then compete in our exclusive NP Mario Golf tournament. Fame! Glory! Prizes!

PAGE 66

ARMY MEN: SARGE'S HEROES



Prepare for war from a plastic perspective as 3DO shrinks you down to mini-military size for classic backyard military conflicts. But this war's going beyond the sandbox, spreading chaos through kitchens and bathrooms, too. The invasion is coming, and we have the inside scoop.



Pokémaniacs, you have lots to like this month, with the return of the Pokémon comics and an exclusive Sticker Album, designed especially for collecting the Pokémon stickers that you can print out at Blockbuster Video stores.



SUBSCRIBERS ONLY!

player's pulse

At E3, Nintendo introduced the world to the hottest aquatic mammal since Flipper, Project Dolphin. While Nintendo's next generation system won't swim home until Fall 2000, Nintendo Power promises to be the premier source for all the hot news on this new console!

Dolphin Fever

Are you really going to name your next generation system "Dolphin?" Seems like a silly name for such a powerful system.

Troy Knight
Via the Internet

Wow! I just heard the first specs on Project Dolphin and they sound



Michael Freund • Nash, Texas

amazing! I can't wait to get my hands on one. But it sounds like I'm going to have a bit of a wait on my hands—at least until 2000! I look forward to hearing more about the system, hopefully in the near future.

Aaron Dillon
Los Angeles, CA

Bring on the Dolphin! I read a transcript of Howard Lincoln's address about Project Dolphin at E3, and I can hardly wait! Using DVD is pure genius, and IBM is an excellent company to partner with. Good job, Nintendo. The future looks quite bright.

Rico Lea
Via the Internet

You should create a Project Dolphin section in Nintendo Power.

Desmond Fitzpatrick
Miami, FL

We're just as excited as you are about Project Dolphin. Dolphin is, of course, just the machine's current code name, and it's sure to change in the future. (We've suggested calling it the Super Dooper Nintendo, but we haven't heard back from Marketing yet.) Unfortunately, at this time there is no additional news on the system beyond what we printed in Vol. 122's "Virtual E3" article, but as soon as new information becomes available, our readers will be the first to see it in print.

Donovan Maclure • Canada

Where's Bowser?

I was wondering if Nintendo is going to make a game in which Bowser is a playable character.

Luigi Tessaro
Via the Internet

We receive a lot of requests from readers who want to step into the shoes of Nintendo's biggest villain. Bowser makes a special appearance in Mario Golf, but this baddie is no caddy—he is a fully playable character.

Reading in the Dark

Your E3 report said that Perfect Dark would be out in the fall of this year. When will you have enough information on it to put an article in Nintendo Power? I'm very anxious!

Brian Braeckel
Via the Internet

When we got our mitts on a playable version of Perfect Dark at E3, we can't wait to



Lydia Barton • Blackfoot, Idaho

tell our readers all about it. But until the game's release date nears, Rare is keeping mum about the details. Be on the lookout for a full Perfect Dark preview in the near future. Speaking of goodies from Rare, remember that Jet Force Gemini is just around the bend, and it looks hot.

Let's See How You Feel After Defeating Dracula Single-Handedly

While playing Castlevania with Reinhardt, I noticed that when he kneels to save, he makes an "ummph" sound. What's up with that? Does he have back problems? Maybe he should take time off from defeating Dracula to see a doctor.

Chris Narisi
Warminster, PA

We noticed the same thing, Chris. Perhaps Dracula's castle could use an ergonomic makeover, or at least a lumbar roll in the throne room.

Snap! Crackle! Pika!

For my birthday, I got a

Background Art: Michael Freund • Nash, Texas

Pokémon Pikachu. I wore it and played with it often. At Christmas, I got a second one and was just as happy. Then came the fateful day. I was mowing the lawn for some extra money (I'm saving up to buy Pokémon Stadium) when I heard a CRUNCH! I looked down and there was my Pokémon Pikachu—broken. I cried and held a proper funeral with all of my Pokémon toys in attendance. I just wanted to thank you for over five months of fun with my Pokémon Pikachu. My other one is doing fine, thank you.

Ian Fetters
Via the Internet

E3's Showstoppers

Jet Force Gemini is the game that makes my pulse race. I know lots of people are looking forward to Donkey Kong 64 and Perfect Dark, but I think that Jet Force Gemini will bring something fresh and new to the table. I am confident that Rare will make it a fantastic game.

Socrates Mendez
Via the Internet

Donkey Kong is going to be amazing! I bet that it beats Zelda as the most-wanted holiday game of the year. Way to go, Rare and Nintendo!

Kelly Logan
Via the Internet

I'm extremely curious to hear more about Mortal Kombat Special Forces. I've been waiting for a good MK adventure game since MK Mythologies: Sub-Zero.

Bob Hedding
Via the Internet

I can't wait for all those new Pokémon games to hit the N64 and Game Boy! Stadium looks fantastic, and I'm glad you decided to bring out the Transfer Pak to connect between Pokémon Game Boy and Stadium.

Heather Portlock
Boston, MA

Woo hoo! After two years I finally see that Hybrid Heaven is alive and kicking. I can't wait to slide that into my N64 this summer.

Hans Urhausen
Via the Internet

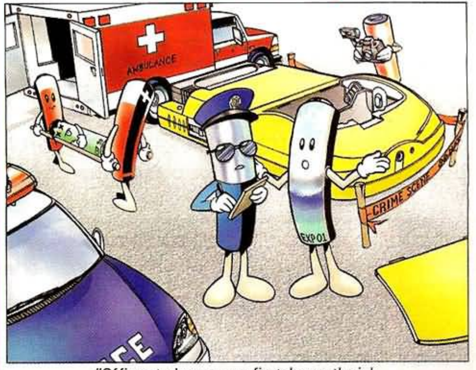
Ridge Racer? On the Nintendo 64? I had to do a double take when I saw it on the page. I'm gonna be first in line when that comes out.

Brian Huberd
Eugene, OR

Just when I had almost given up all hope of seeing Super Mario RPG 2, you spring Super Mario Adventure on me. Glad to see the game is alive and kicking. And I'll be even happier when I get to play it.

Chad Newby
Via the Internet

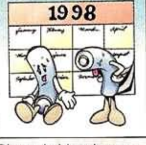
Assaultin' Battery



"Officer, today was my first day on the job. Two hours in, the old guy started leaking!"



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Do not mix alkaline batteries with other types.



Jesse Laven • Kaministiquia, Ontario



VOLUME 123-AUGUST 1999

power charts

Things seem calm out there on the Power Charts...a little too calm. Perennial powerhouses Zelda, Bond and Pokémon show no signs of budging from the top spots, but Super Smash Bros. isn't intimidated. Its meteoric rise to number three took two short months—how high can it go?

NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: OCARINA OF TIME



Zelda and Bond can't help but be a bit nervous about newcomer Super Smash Bros., which wasted no time in knocking its fellow multiplayer fun-fest, Mario Party, from the exalted ranks of the top three.

2 GOLDENEYE 007



3 SUPER SMASH BROS.



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	8
2	GOLDENEYE 007	NINTENDO	2	32
3	SUPER SMASH BROS.	NINTENDO	4	2
4	MARIO PARTY	NINTENDO	3	5
5	STAR WARS: ROGUE SQUADRON	LUCASARTS	5	7
6	WCW/NWO REVENGE	THQ	6	9
7	BANJO-KAZOOIE	NINTENDO	7	13
8	TUROK 2: SEEDS OF EVIL	ACCLAIM	8	9
9	SUPER MARIO 64	NINTENDO	9	35
10	MARIO KART 64	NINTENDO	11	32
11	NFL BLITZ	MIDWAY	12	9
12	BEETLE ADVENTURE RACING	EA	10	3
13	VIGILANTE 8	ACTIVISION	13	4
14	SOUTH PARK	ACCLAIM	14	7
15	WWF: WARZONE	ACCLAIM	15	10
16	CASTLEVANIA	KONAMI	16	4
17	STAR FOX 64	NINTENDO	17	27
18	DIDDY KONG RACING	RARE	19	21
19	1080° SNOWBOARDING	NINTENDO	18	15
20	BATTLETANX	3DO	—	5

GAME BOY TOP 10

1 POKéMON

We find it a little eerie, that both the N64 and Game Boy charts have games involving Pokémon, Zelda and James Bond in the top three. Coincidence? Fate? We don't know, but one thing's for sure—Pokémon isn't leaving the top of the Game Boy charts anytime soon.

2 THE LEGEND OF ZELDA: LINK'S AWAKENING DX

3 JAMES BOND 007

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON	NINTENDO	1	9
2	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	2	76
3	JAMES BOND 007	NINTENDO	3	16
4	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	80
5	FINAL FANTASY LEGEND 3	SQUARE	7	71
6	DONKEY KONG LAND 3	NINTENDO	5	21
7	A BUG'S LIFE	ACTIVISION	6	2
8	TETRIS/DX	NINTENDO	8	81
9	WARIO LAND II	NINTENDO	9	17
10	DONKEY KONG LAND	NINTENDO	10	55

MOST WANTED

1. POKéMON STADIUM (N64)
2. POKéMON SNAP (N64)
3. POKéMON YELLOW (GAME BOY)
4. SUPER SMASH BROS. (N64)
5. STAR WARS: EPISODE I: RACER (N64)
6. WWF ATTITUDE (N64)
7. DONKEY KONG 64 (N64)
8. RESIDENT EVIL 2 (N64)
9. THE LEGEND OF ZELDA: OCARINA OF TIME (N64)
10. SUPER MARIO 64 2 (N64)

What a surprise it was to see two new titles I hadn't heard anything about. Riqa and Eternal Darkness sound like they're gonna be a blast.

Sam Parks
Via the Internet

One word for y'all: Kirby! I'm so happy to see the little pink guy back in action after all these years. I hope I don't have to wait too much longer.

Rob Macleod
Via the Internet

We were just as thrilled to announce the stunning Nintendo E3 lineup as you were to read about it. Not only are a lot of great games coming from Nintendo and Rare, but third-party developers like Midway and EA also have strong libraries full of incredible titles. The Nintendo 64 and the Game Boy Color are going to be hopping for years to come!

Field Testing

My Mom did my little brother's laundry and forgot to check all of his pockets. As she was pulling that particular load out of the washing machine, she noticed a little blue cartridge at the bottom of the machine. Moments later, I heard my Mom say "Matt! I accidentally put your Pokémon game through the wash!" My little brother's eyes began to tear up and I said, "Don't worry, Nintendo makes durable products, I'm sure it will be OK." So we waited for it to dry, I popped it into my Game Boy Color and...Success! The game was running great AND smelled lemon fresh. Thanks.

Andy Kolden
Via the Internet

I would just like to thank the makers of the Rumble Pak for making it so durable. These are some of the things that have happened to my Nintendo Rumble Pak: Put out in the yard by my little brother and then rained on. Dropped countless times by myself. Thrown on the floor by my brother and soaked in a puddle of water (also by my brother, who's 4 years old). It has some dents but it still works just like it did when I bought it. I'm glad that you guys can make such good products.

Justin Turner
Via the Internet

Hey Justin, this is just a guess, but maybe your little brother has a small problem with Rumble Paks. It might be a good idea to hide your Nintendo accessories in a safe place like, say, underneath your father's bowling ball collection. Seriously, though, we can't help but get a little misty-eyed when we hear such great tales of survival.

Cheesy-Poof Problem

I rented South Park a few days ago. A little detail that makes me angry is that you can't eat chips or drink pop while you play, because you have to control your player with the C Buttons!

Martin Lebeuf
Via the Internet

Sorry, Martin, but he who hesitates to eat snacky-cakes is lost.

Tommy Curtin • Trumbull, Connecticut



Brian McGovern • Naperville, Illinois

WRITE AWAY RIGHT AWAY!

Did your dog mistake your Rumble Pak for a chew toy? Did your big brother use your Game Boy as a street hockey puck? We're sure there are plenty of survival stories out there, so if you've got a great tale of Nintendo vs. nature, we want to hear about it. Write us with your dramatic accounts, and if you happen to have pictures of the surviving products, send one along!

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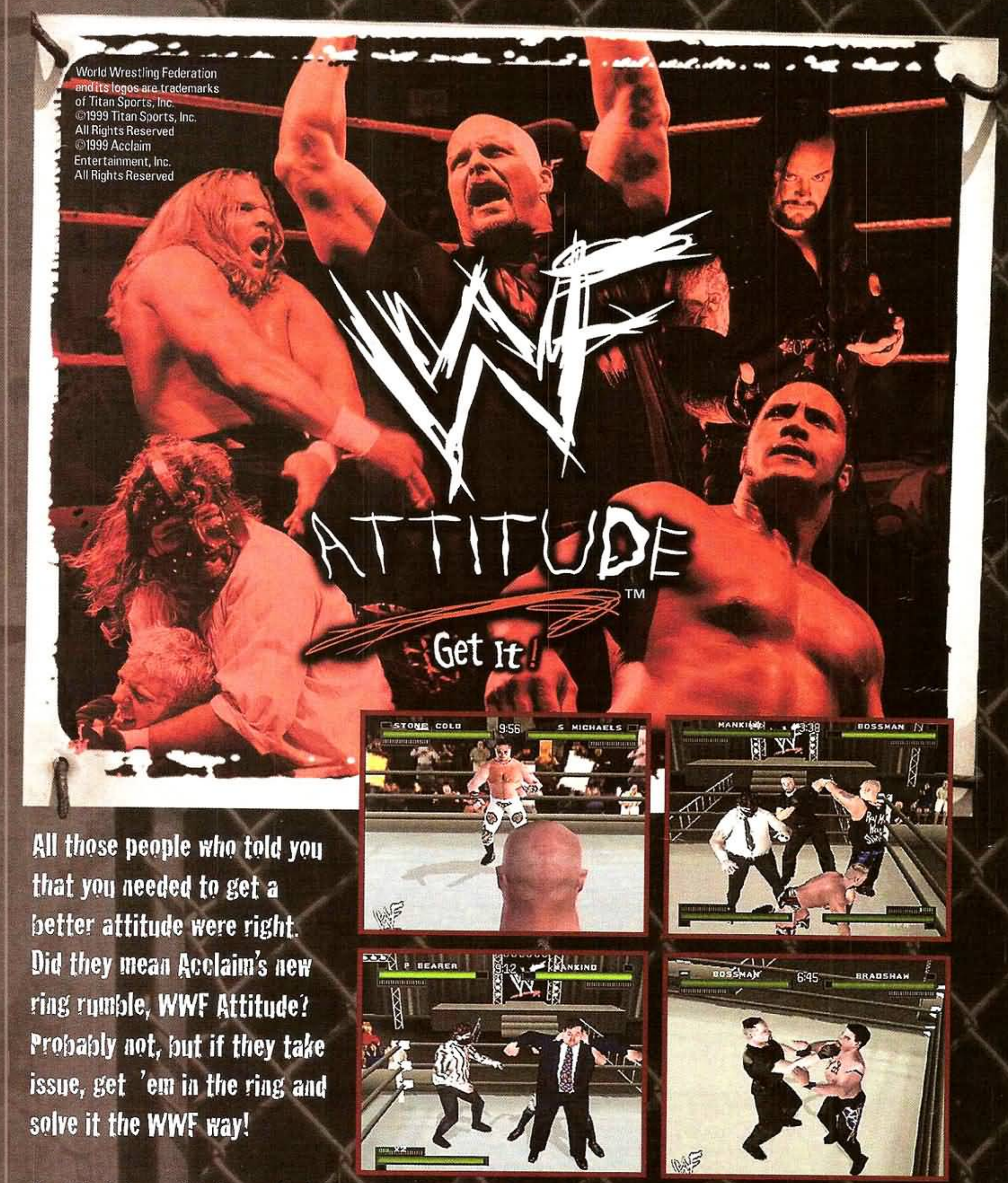
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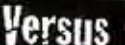


All those people who told you that you needed to get a better attitude were right. Did they mean Acclaim's new ring rumble, WWF Attitude? Probably not, but if they take issue, get 'em in the ring and solve it the WWF way!

Yes, Attitude is complete down to the tiniest detail of the WWF world, from all the Pay-Per-View specials to the hordes of wrestlers fighting for the top spot. There's so much more, though. There are so many modes in this game it'll make your head spin, and the souped-up Create-a-Wrestler Mode will bring your dreams to life.

EXHIBITION MODE

There are more ways to run a single match than you can shake an unconscious wrestler at. It'll take you a long time to master every one of these modes, so get wrestling!



Versus



This is about as basic as it gets. Each player selects a wrestler and goes one-on-one until someone wins. You'll set all the rules, so the match can be as long or as short as you want.

Tag Team



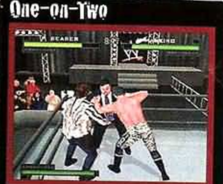
Another fine wrestling tradition, Tag Team Mode pits two pairs of wrestlers against one another. One wrestler on each team must generally remain outside the ring until he is tagged.

Tornado



Tornado Mode involves four wrestlers as well, but all four players are legally allowed to be in the ring at once. The game will only end when both players on a team have been eliminated.

One-on-Two



If you're feeling tough, play One-on-Two. The two-player team can have a field day punishing the single player, but the single player needs to pin only one of the opponents to win.

One-on-Three



Here's the perfect Mode for vengeance against a superior player. You can still win a One-on-Three, but trying to pin somebody when there are two other guys doing Elbow Drops on you is pretty tough.

Lumberjack



In Lumberjack Mode, you'll square off as usual, but waiting outside the ring will be two roving CPU wrestlers whose reason for living is to drag you outside and pummel you beyond recognition.

Gauntlet



Running the Gauntlet requires great endurance, because your opponent will have a four-man team that you must pin one-by-one. In a two-player game only one of the players will have the team.

Tag Gauntlet



This is the same idea as Gauntlet, except you'll have a teammate that can tag in at any time. Since there are two of you, you'll have to pin eight CPU wrestlers instead of four.

Survivor Series



You might as well pack a lunch for the Survivor Series, because you're going to be a while. Two teams of four wrestlers each wrestle tag team-style until one of the teams is all gone.

Royal Rumble



Royal Rumble takes all the conventional rules, like tags, pins and count-outs, and replaces them with one rule. Throw any wrestler who enters the ring over the top rope. Repeat as necessary.

Battle Royal



Like Royal Rumble, Battle Royal requires you to throw wrestlers out of the ring until you're the last one inside. The difference is that only four wrestlers are involved instead of 30.

War



A free-for-all involving four wrestlers, War continues until only one wrestler is left standing. When a wrestler is defeated by a pin or a submission, he or she is removed from the ring.

Stable Match



A Stable Match is just like War, except each wrestler is part of a four-man team. When a wrestler's eliminated, the next on the team enters the ring and fights until there's one team left.

Triple Threat



Three wrestlers of your choice start off in the ring, and only one can win. It's a free-for-all, so you may want to beat up on the other two wrestlers equally before trying to pin one of them.

Triangle



Triangle Mode cuts down on double-teaming because the match ends after a single wrestler is eliminated. You can win only if you administer the elimination move.



CAREER MODE

So you think you've got what it takes to make it in the WWF? You'd better be ready for the long haul if you expect to go from a no-respect punk to the Heavyweight Champion!

Hit the Big Time





You'll start out at the bottom of the food chain, wrestling in untelevised House Matches and eating a lot of bad take-out food. Work your way up, though, and you'll be starring in Pay-Per-View events in no time!

PAY PER VIEW

Even if you don't want to make a career out of Pro Wrestling, you can still get your mug on television by creating a lucrative Pay-Per-View special of your very own.

Watch My Show...Or Else!




Pretend you have a billion dollars and want to make the WWF event of the century. You can name it after yourself, your dog or whatever sponsor you think is worthy. Then you can plan the event down to the smallest detail, from the lineup of matches to the colors of the pads, posts and ropes.

MATCH TYPE & MATCH MODIFIER

Half the fun of wrestling is that the set rules frequently get bent or broken. Attitude lets you have it your way by offering rule tweaks that add a little bit of pizzazz.

Mix, Match and Make Mincemeat




Weapons, cages and the ability to be pinned outside the ring are but a few of the things you can make legal in your match. You can also set certain criteria for victories—it gets a lot more interesting if you are able to win only by using your finisher or by forcing your opponent to submit.

THE WRESTLERS FINISHERS AND TRADEMARK MOVES

Stone Cold Steve Austin



What can you say about the man? Stone Cold has dominated the WWF by sprinkling Vertical Body Presses around like party favors. Once he nails an opponent with the Stone Cold Stunner, the match is all but over with.

Shawn Michaels



The new Commish of the WWF, Michaels is the founder of D-Generation X. He finishes off the competition with a move aptly named Sweet Chin Music, but not before he softens them up with a couple of his Huracanranas.

Mankind



Besides being scary-looking, Mankind also seems oblivious to pain. At times acting like an utter psychopath, he looses Double Arm DDTs with obvious pleasure. This two-time champ's finishing move is the Mandible Claw.

Owen Hart



Despite the tragic occurrence earlier this year, Owen Hart lives on in Attitude, which has been dedicated to his memory. He can still rule the ring with his Enziguri, and he finishes matches with the Sharpshooter.

Triple H



Although he lost fans when he blew off D-Generation X for the Corporate Ministry, Triple H shrugs off the booing crowd. Anyone taking issue with his actions gets a Knee Drop, and the Pedigree finisher is no fun, either.

D'Lo Brown



Nobody takes to the air quite like D'Lo, and his athleticism has pushed him to the forefront of the WWF. If D'Lo gets an opponent on the mat, look for him to perform one of his trademark Sky Highs or the match-ending Lo Down.

The Rock



Some have problems with The Rock's corporate image, from his flashy gear to his obvious egomania. But you can't argue with success, and The Rock's had plenty of that. Watch out for the Rock Bottom if he gets you down.

Bossman



An old school wrestler, the Big Bossman is still dealing out damage to all comers in the WWF. He's an old master when it comes to power drops, so you'll be sure to see plenty of Sidewalk Slams and Bearhug Slams when you wrestle him.

CREATE A WRESTLER

There are so many details to tinker with in Create-a-Wrestler Mode it'll blow your mind. With a little creativity you'll create a freak of nature that can't be stopped.

Create







Wrestlers from the PPV specials of your imagination can walk and whoop up on people here. Not big enough? Add a couple hundred pounds. Too smooth? Give him a pelt of body hair. Add tattoos, funky clothes, facial hair, balding patterns and much more. You can create a decked-out man or woman whose very appearance might cause opponents to submit.

Name, Nickname



Of course, all the intimidating costumes in the world won't be worth a lick if you don't have an inspired handle for your wrestler to go by. Mr. Nintendo here is just looking for a fight.

Attributes



There are six categories with a maximum of ten points in each. Since you only have 50 points worth of talent to spread around your wrestler, be sure to make him or her well-rounded.

Moves

Another marvelous thing about creating your own wrestler is the fact that you can cut and paste your own stable of moves from other wrestlers. Trademark slams, finishers and a potpourri of various damage-inducing acts are yours for the taking. You can even set up the button configurations to make your game play easier.

Personality



Your public persona is essential if you want to win over the fans, so be sure to tweak your style, theme song and entrance display to maximize the impression you leave on the crowd.

THE WRESTLERS

FINISHERS AND TRADEMARK MOVES

Bradshaw



Bradshaw is a crazy Acolyte, throwing his body into each match with total abandon. His Powerbomb often leaves opponents so dizzy that they can't recover, leaving them open for a monster finisher, the Fallaway Slam.

Faarooq



The other half of the Acolytes, Faarooq enjoys being brutal for no reason at all. The Acolytes love to spread pain with the Ministry of Darkness—Faarooq does it with Spine Busters and the brutal Dominator.

Kane



One of the tallest WWF wrestlers, Kane is the Undertaker's brother. Once this giant gets ahold of you, it's curtains. Whether he does it with a Chokeslam or Kane's Tombstone, the Big Red Machine will put you under.

The Undertaker



The Undertaker's Ministry is one of the most insidious groups in the WWF, and the ghoulish leader is the worst of 'em. Like his brother, he also uses the Chokeslam, and the Undertaker's Tombstone is just as vicious.

Goldust



Goldust is quite a sight, but any opponent will remember more than the golden glow. His trademark move, Shattered Dreams, is one any man is not likely to forget. The Curtain Call makes sure there are no encores.

X-Pac



This member of the broken-up DX is extremely fast. He has to be, too, because his light weight makes him vulnerable to big wrestlers. Watch for him to do a Bronco Buster to soften someone up, then finish it with an X Factor.

Too Sexy



Some would say that this wrestler has an inflated ego, but who doesn't in the WWF? Too Sexy is a master of the Front Russian Legsweep, and if he punishes opponents until they're weak, he busts out the Tennessee Jam.

Jerry Lawler



Although semi-retired, Lawler still occasionally storms out of the broadcasting booth to hand out lessons. His trademark is the Big Head Punch, and when he wants to finish it up, he goes with the all-time classic—the Piledriver.

MOVES

Every wrestler has a ton of nasty moves in his or her arsenal, and knowing when to use them is the key to ruling matches. Head for the Training Room or, if you're in the middle of a match, go to the Move List in the Start Menu to memorize and execute the button sequences for every combo.

READY MOVES

Every wrestler will have a bunch of moves that can be done from a ready stance. You'll want to attempt them before your opponent can get close enough to grapple with you.

Bring the Pain







Body Slams, Hiptosses and Suplexes are pretty standard for most wrestlers, but you'll also have an array of other moves that are less universal, like the Fireman's Carry, the Sidewalk Slam or the Backbreaker.

GRAPPLE MOVES

When you press left C near your opponent, you'll start grappling for dominance. You'll still have some of your ready moves available, but you'll also be able to do some new moves.

Come a Little Closer







From a grapple stance you can toss opponents to the mat, whip them into the ropes or twist them into Armlocks and other painful holds. You'll often be able to spin around and tie them up from behind as well.

GROUND ATTACKS

Knocking your opponent down is never enough. A variety of brutal techniques allow you to force unfortunate wrestlers to continue to eat the mat once you knock them off their feet.

How's the View from Down There?







If your opponent's down on his luck, why not let him know how you feel about him by climbing onto his chest and pummeling him. You could also convince him to take five by applying a friendly Sleeper Hold.

THE WRESTLERS

FINISHERS AND TRADEMARK MOVES

Thrasher



Thrasher looks like a mother's worst nightmare, but he has a few admirable qualities. Take, for example, the high level of excellence he achieves in his Running Butt Bump, or the outstanding extension he gets delivering La Sillia.

Mosh



Mosh would look much more at home crowd-diving into a mosh pit at a concert, but he also knows a thing or two about wrestling. He shares Thrasher's trademark move but branches off to finish opponents with a Somersault Legdrop.

Billy Gunn



Billy Gunn ruled as a Tag Team wrestler, and he's recently carved out a name for himself as a loner. He uses all kinds of slams, but his true genius lies in his finisher. A low kick hunches his opponent over, then he shows him the floor.

Road Dogg



Road Dogg is not shy about grabbing the mike and doing improv to rile up the fans. A huge crowd favorite, he has a bizarre arsenal that includes the Crazylegs Kneedrop and an awe-inspiring Fallaway Pumphandle Slam.

Mark Henry



Mark is a hit with the women who follow the Federation, but he isn't just a pretty face. He uses his brutal strength to work foes over with Gorilla Press Slams. His finisher, Death From Above, puts opponents out of their misery.

Shamrock



Shamrock was once an Ultimate Fighting Champion, which gives him instant respect. His surprising power has quickly made him popular, and with moves like the High Angle Suplex and the Shamrock Ankle Lock, he'll go far.

Paul Bearer



As his name suggests, Paul Bearer pals around with the Undertaker. He is rather evil, but that doesn't stop fans from rallying behind him when he grabs opponents in a Bearhug or finishes them off with the 450 Splash.

Jeff Jarrett



This guitar-toting wrestler is all business in the ring, as evidenced by his lack of glamor. He uses a Single Arm DDT with ruthless effectiveness, and as a finisher he employs the limb-contorting Figure Four Leglock.

AERIAL ATTACKS

It's always a plus if you can let gravity work for you. Clamber up onto the turnbuckle using top C and you'll be able to launch yourself onto your hapless opponent.

Bombs Away!







Jump on 'em in the ring, toss 'em outside and then jump on 'em—be creative! You'll be able to perform different moves depending on whether your opponent is upright or lying prone on the floor, so mix it up.

BEHIND ATTACKS

If your opponent is weaving on his feet, run around back and grapple with him from the rear. You can also spin into this position from a standard grapple if you're quick.

Guess Who?







Your opponent will be at your mercy if you get behind him, so don't waste the opportunity. Choke holds like Sleepers and Full Nelsons work well, or get truly nasty with drop moves like the Reverse Brainbuster.

SPECIAL ATTACKS

Of course, there are times when you just want to make your opponent feel special. Let him or her know that you'll treasure the experience by busting out a Special Move.

Celebrate the Moment







Each wrestler will have a couple of Special Moves to choose from. These will traditionally be harder to pull off, since they have more elaborate button combos, but the high damage they inflict is worth it.

There are so many moves besides trademarks and finishers that we can't possibly describe them all. It's up to your wrestlers to use and abuse them!

THE WRESTLERS

FINISHERS AND TRADEMARK MOVES

Jacqueline



Don't let Jacqueline's beauty fool you—she's got some mean moves at her disposal, not the least of which is the Figure Four Leglock. If that's not enough, she'll finish overconfident opponents off with a Kamikazi Headbutt.

Steve Blackman



Steve Blackman is none too friendly in the ring, as anyone who's witnessed the Beast Choker move in action could tell you. Once he's cut off an opponent's airflow for a while, he lines 'em up and finishes 'em off with Pump Kicks.

Chyna



Chyna was the first woman to compete in the Royal Rumble and King of the Ring tournaments. Her trademark move, the Tackle With Punches, is guaranteed to set opponents up for a nasty Low Blow finisher.

Droz



Droz is as well known for his appearance as for his ring skills. Covered in tattoos, body pierces and crazy costumes, Droz uses a Double Underhook Suplex when intimidation isn't enough. His finisher is named New Jersey Naptime.

Val Venis



His personality outside wrestling is seedy, but all the dirty rumors and naughty dances in the world can't obscure the fact that Val Venis is one tough wrestler. The Fisherman Suplex is his go-to move, and his finisher is the Money Shot.

Edge



Along with Christian and Gangrel, Edge is one of the mainstays of the Brood. Cloaked in mystery, he delivers Dragon Suplexes to foes, and when it's time to move on, he breaks out the Downward Spiral to seal the deal.

Sable



Another woman who's not afraid to butt heads with the baddest men in the biz, Sable can more than hold her own. Among her many moves are the Huricanrama, the Cross Body Block, the Leg Grapevine and her Powerbomb finisher.

Marc Mero



Mark Mero is savage and ruthless once he senses weakness, so look for him to start strong. His trademark move, the Mero Sault, simultaneously injures and disorients opponents, leaving them open for a thundering TKO finisher.

MULTIPLAYER

Of course, some of your finest moments playing Attitude are going to come when you're roughing up some of your human pals in the ring. With so many different ways to stage a beat-down, you might forget to catch the real deal on the tube!

Wanna Come Over and Play?





Attitude is so deep with little details that you can mold it to whatever fits your mood. With everything from the real world of WWF wrestling added to whatever freakish events and wrestlers your imagination can bring to life, you can invent unheard of ways to crush each other. We recommend free-for-alls because, well, we don't like rules.

Ladder of Pain











King of the Ring is one way to enjoy tournament-style wrestling, as up to eight players can wrestle round-robin style to see who rules. Any matches that involve two CPU wrestlers can be viewed in their entirety, so even when you're not in the ring busting heads and taking names, you can enjoy all the drama of WWF wrestling at its best.

THE WRESTLERS

FINISHERS AND TRADEMARK MOVES

Sergeant Slaughter



An all-time great, Sarge is a former Federation champ who remains a backstage official. His Piledriver has punished foes over two decades, and the Cobra Clutch has busted many wannabes back down to private.

Taka



Taka hails from the northern part of Japan, and his furious style of wrestling has proven him to be a dangerous opponent. His Michinoku Driver is a nasty way to end an afternoon, and he's also known for a Swinging DDT.

Kurrgan

Kurrgan is not nice, and he expresses his anger by squeezing wrestlers' heads for fun. Once he's handed out a headache that even Excedrin can't fix, he finishes with a brutal drop move known as the Bearhug Slam.

Dr. Death



This is not the doctor to call for help in a ring emergency. Dr. Death would be just as likely to apply his Dr. Bomb as he would a cold compress, and his finishing move, the Turnback Stampede, sends wrestlers out on gurneys.

Gangrel



Part of the gothic trio that make up the Brood, Gangrel is one of the most mysterious wrestlers on tour. When he's not licking his sharpened fangs, he's handing out Floatover Vertical Suplexes and Giant DDTs.

Al Snow



Al Snow isn't considered the stablest wrestler, mostly because he takes a lot of advice from a mannequin known as "Head." If you catch one of his Underhook Headbutts or the Snow Plow, you won't be making fun.

Godfather



Dazzling in his jewelry and surrounded by a flock of dubious women, the Godfather isn't afraid to get down and dirty. Opponents who get distracted by his attractive entourage will find themselves kneeling before the Godfather.

Christian



Along with his brother Edge and Gangrel, Christian rounds out the brutal clique known as the Brood. He deals out the Front Brainbuster with no regard for his body, and his Gothic Face Drop is something to behold.

VISTEON PRESENTS

REAR SEAT ENTERTAINMENT



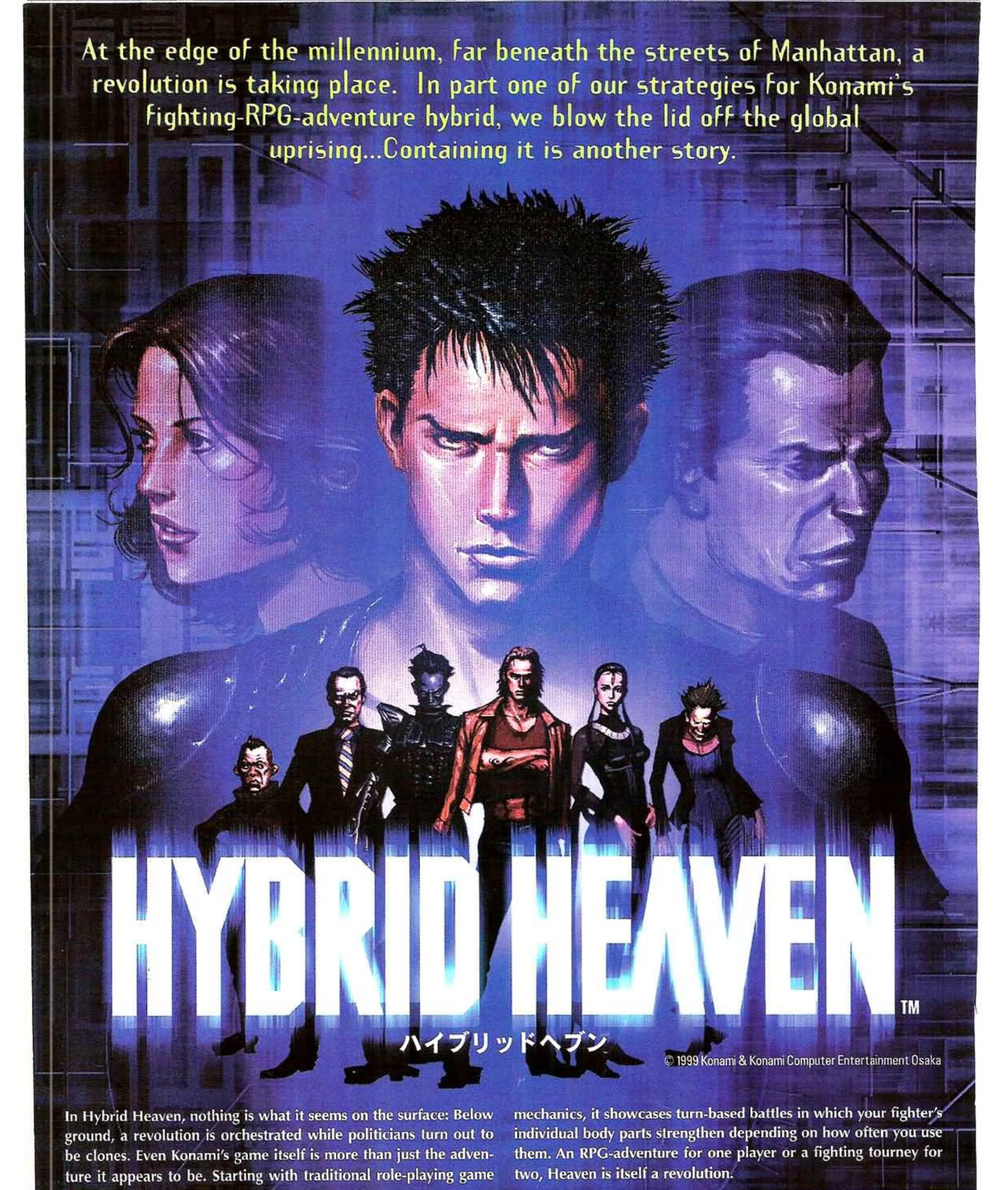
Pop in a favorite movie! Get Mario to the next level! Let the excitement of VISTEON'S REAR SEAT ENTERTAINMENT SYSTEM take your kids to another world...so you can drive peacefully in this one. Hey, it's the only in-vehicle entertainment unit that comes with a NINTENDO 64® game system! Rear Seat Entertainment can turn any minivan into maximum fun. The amusement will ride on for miles and miles!

Stop by your local new car dealership and find out how your dealer can put you and your family on the path to excitement. For a free brochure and more details, call 1-800-VISTEON or visit our website at www.aftermarket.visteon.com

Visteon

At the edge of the millennium, far beneath the streets of Manhattan, a revolution is taking place. In part one of our strategies for Konami's fighting-RPG-adventure hybrid, we blow the lid off the global uprising...Containing it is another story.

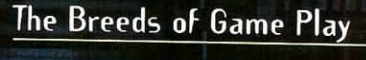
HYBRID HEAVEN™



In Hybrid Heaven, nothing is what it seems on the surface: Below ground, a revolution is orchestrated while politicians turn out to be clones. Even Konami's game itself is more than just the adventure it appears to be. Starting with traditional role-playing game mechanics, it showcases turn-based battles in which your fighter's individual body parts strengthen depending on how often you use them. An RPG-adventure for one player or a fighting tourney for two, Heaven is itself a revolution.

The Replacement Killers

A tale of genetic engineering and world domination, Hybrid Heaven splices classic paranoid sci-fi elements seen in *Invasion of the Body Snatchers* and even *The Faculty* to create a story-driven adventure that's as cinematic as the N64 has seen all year. Full of more twists than the pretzels hawked in above-ground Manhattan, the plot that unfolds below the city's streets tells a story of alien technology pirated for use in cloning experiments. The clones, dubbing themselves Hybrids, are genetically superior to their human counterparts. Thirsting for power, they plot to replace the U.S. President with a duplicate on the eve of the world's pivotal peace talks.



The Breeds of Game Play

In the basic one-player mode, Hybrid Heaven is an adventure in which you journey underground while developing your character's physical abilities through hand-to-hand combat. In Battle Mode, up to two players can skip the exploration and story elements to duke it out in fighting tournaments.



For one player only, Story Mode boasts plenty of cinema scenes as well as exploration, puzzle solving and RPG-style character development.



Hybrid Heaven doubles as a two-player fighting game. If you've saved your game to a Controller Pak, you can play as a character you've encountered in Story Mode.



Who is a clone and who is real? The Hybrid clones won't sport obvious differences like Mini-Me from *Austin Powers*, and in the game's lengthy opening scene (complete with spoken dialogue), the stage is set when it's revealed that no one is who he or she seems to be.



In any bout, like the handful of fights in 5 Matches Mode, you can use your Controller Pak to download the champion fighter you've bred in Story Mode.



To battle through the roster of Hybrids, robots and bioweapon monsters you've unlocked in Story Mode, step up to the marathon challenge of Survival Mode.

One Punch at a Time

Modeled after the role playing game system of fighting, Hybrid Heaven pauses the action when you're ready to attack so that you can choose the offensive, defensive, combo or weapon move you think is most appropriate for the situation.



The game features boxing and wrestling moves that you learn from rivals. Whether you become a pugilist or grappler depends on whom you bump into.



Your fluctuating power meter dictates your defensive and offensive strength. Check its status to determine your retaliation if you're on the defensive.



Using the Step Move is wise when you're low on power, but it's most effective when you're already moving or a few steps from your opponent.

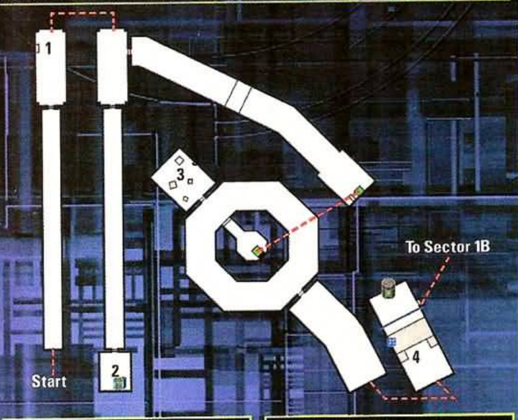
Area 1: Bioweapon Storage Facility

With true paranoid sci-fi flair, Hybrid Heaven begins puzzlingly enough with Diaz—one of the clones' best fighters—defying orders and assassinating their presidential insider, Johnny Slater. Now a fugitive, Diaz escapes to the Hybrid haven beneath Manhattan.

Key

Life Station
Code Changer
Shield Generator
Energy Shield

Sector 1A



FIRST CONTACT



The worker behind the first door will give you the Code Key that can unlock an area's sectors as long as you renew its codes at the Code Changer stations.

CARD UPDATE



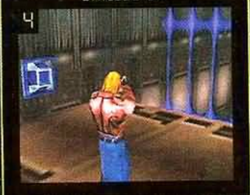
Different sectors have been locked using different codes, so always update your Code Key at the nearby Code Changers to guarantee you'll get in.

CONTAINERS



On and off the battlefield, you'll need special items. Metal containers or a fight ending in an S or SS rating will yield many of the goods you're looking for.

SHIELDS UP



You can destroy the crates that glow. Blast the one at point 4 to reveal the blue Shield Generator, then blast the switch to deactivate the blue shield.

Sector 1B

To Sector 1C
From Sector 1A
5
6

RELEASE THE BEASTS



After deactivating the red shield, head down the hallway and step onto the blue octagon to power up the machine, then head to point 6 to see the trouble you've started.

VERY BAD THINGS



Sector 1C

From Sector 1B
7
8
9
To Sector 1D

LOCKER CHECK

7
Life Charger S

Upright cabinets, such as the ones at point 7, contain special items. Approach one to open it. Inside, you'll find an item to boost your inventory.

BREAKING AND ENTERING



Blast switches mounted on doors to unlock them. After landing five hits, the switch should go up in smoke, and you'll be able to make your entrance.

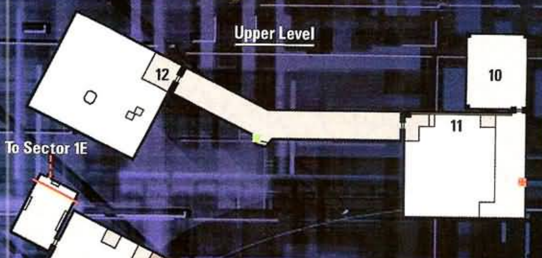
HEADS UP

9

When you spot the twisted crate at point 9, look up to spy the monster clinging to the ceiling. By approaching it slowly, you'll avoid a Surprise Attack.

Sector 1D

After riding the elevator down to the lower level of Sector 1D, you'll discover you've been ratted out as a turncoat. Trust no one, including orange-suited workers who previously gave you tips.



DROP THE LOOT



Usually when you knock over a puffy-waisted Naos, it will drop a Life Charger, so stock up by using grapples and Technique Attacks.

HANG TIME



Don't shoot the glowing box—stand on it to blast an elusive probe after you've inched across the ledge above the blue lights.

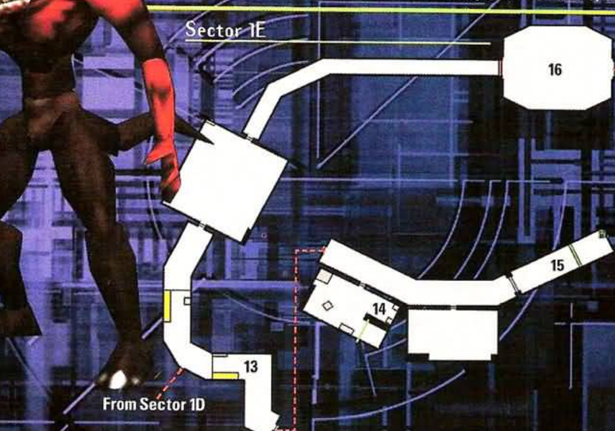
LEAPS AND BOUNDS





Point 11's ledge route eventually leads to the upper reaches of point 12, where you can score an Offense Raiser. To reach it, leap to the glowing box, climb the crates, then dive to the suspended platform.

Sector 1E



EXCHANGING BLOWS




You learn by example, so allow your rivals to perform their moves on you for educational purposes. If you win the bout, your battle repertoire could expand.

RED ALERT



The explosive robot probes that scurry across the floor will self destruct when you're nearby, so jump over them to avoid falling victim to a hotfoot.

BOX BLASTING



The uppermost glowing box conceals an item container, so station yourself atop one of the nearby crates to obliterate the box that blocks your way.

NEVER MIND THE POLLUX



After defeating the Pollux that lurks on the ceiling, crawl under the wall grating to update your Code Key so you can access point 16 at the top of the stairs.

DEMON AT THE GATES



The Ring Eraser can instantly wipe out most enemies, but it will have little effect against the final monster, so save it for another fight.



Area 2: Dr. Bross's Lab

Diaz escapes to the lab where resident Dr. Bross greets him with his newest beastly creation. But don't bother fighting back—his monster is indestructible, so once it gives chase, stay on the go.

Sector 2A

BACK FOR MORE

Even after you've defeated the local monster, the yellow floor pad will regenerate the beast on subsequent visits. Hone your fighting skills through rematches.

THE GREAT ESCAPE

After leaving the chamber of the piglike Mekbuda, the chase will resume as Bross's creature catches up to you. Climb into the passage at point 2 to escape.

Sector 2B

THE CHASE CONTINUES

When you step off the elevator, run left, then crawl under the grating above the 3 on the map. Atop the ledge you can revitalize yourself in a Life Station.

UP IN LIGHTS

As Bross's monster pursues you, keep an eye out for yellow lights—they shine around ledges that you can scale to seek refuge from the creature's clutches.

FIGHT AND FIGHT AGAIN

Revisit the Seginus for rematches. Before each fight, recharge at the nearby Life Station, then partake in repeat bouts to rack up experience points.

Sector 2C

SHINSPLINTS

When you encounter a creature that's quick on its feet, slow it down by attacking one of its legs with low kicks until it glows red.

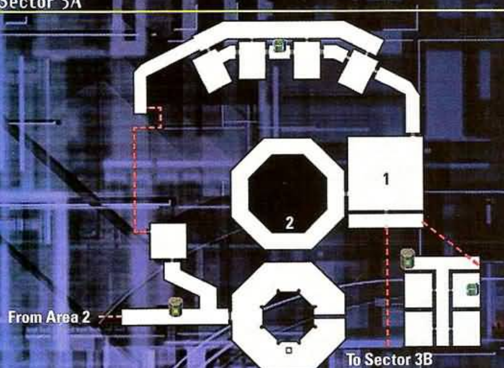
FINAL PURSUIT

Point 7 marks the final chase. To give the beast the slip, barrel down the hallway and squeeze through the narrow gate to end the level.

Area 3: Clone Storage Facility

When aliens called Gargatuans reveal themselves to be the ones who influenced Diaz to assassinate Slater, yet another plot twist surfaces, this time forcing gamers to play as Slater instead of Diaz.

Sector 3A



FIRING LINE

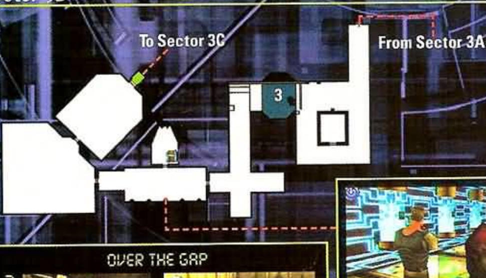
The small robot that guards room 1 spews out fiery streams, so steer clear of its path. Use your on-screen map to keep track of it as you flee.



SKY BOX

After defeating the Man in Black, blast the floating box so the container on top of it falls to the level below. Venture downstairs to retrieve the goods.

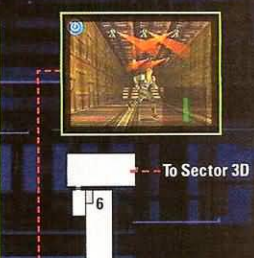
Sector 3B



OVER THE GAP

At the gap, jump up in front of the red wall panels to grab the overhead railing and cross the crevasse, then leap to the crate beneath the probe.

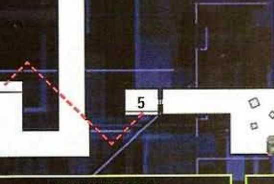
Sector 3C





KEEPING IN TOUCH

Men in Black shoot their Fire Shots if you stray out of reach, so circle closely since their projectiles are tough to dodge.



OVER THE WALL

Beyond the probes hovering near the ceiling is room 5, which looks like a dead end but isn't. If you hop onto the ledge then jump up, you can scale the wall.



BOX TOPS

To leave point 6, blast one of the glowing boxes that hangs above the crates on the floor. Once you've blown a box to bits, hop onto the crate to climb up.

Sector 3D





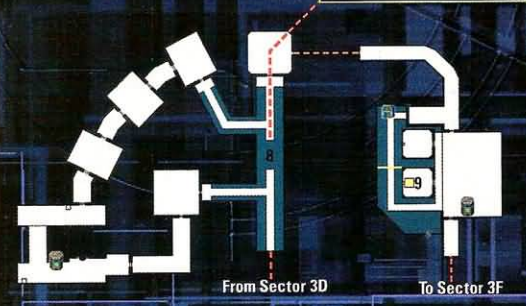
Clone Women and certain monsters shoot poison. If you're hit, you'll rapidly lose Hit Points as long as you're glowing purple. Poison Restorer is the cure.

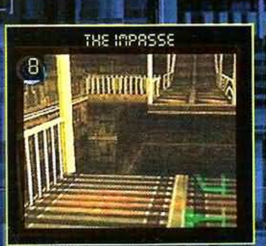
Area 3 (cont.): Clone Storage Facility

Sector 3E takes you closer to the fleeing clone of your superior, Kevin Young, before the evil Hybrid eludes you by blowing up a section of catwalk.



Sector 3E





You can't cross the gap Kevin blasted in the bridge, so change your course and continue pursuit by heading up the side ramp.



Hop onto the ledge adjacent to the Life Station, enter room 9, spar with the Man in Black inside, then blast the yellow switch.

Sector 3F

From Sector 3E

10

11

12

To Area 4



Once Kevin morphs, keep your distance since he can take two steps in a single attack. Special items, which work at most distances, are your best offense.



After Kevin taunts you and escapes into the maze, head left toward point 10. When you reach it, you'll reunite with the clone.

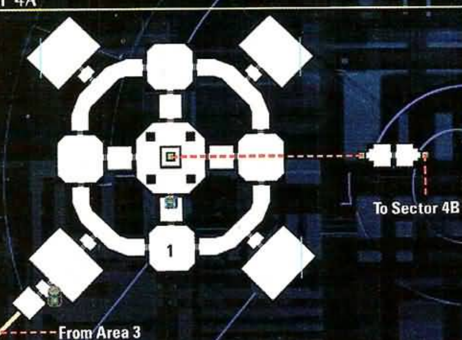


Once you've defeated the Hybrid of Kevin, shoot the glowing cube at point 12 to retrieve imprisoned President Weller's memories.

Area 4: Weapon Factory

In the Weapon Factory, the President's memories are restored thanks to you, a Gargatuan and the Memory Card you nabbed after defeating Kevin. While the President recovers, speak to all the Gargatuans in the facility, then return to his side to learn your objectives.

Sector 4A

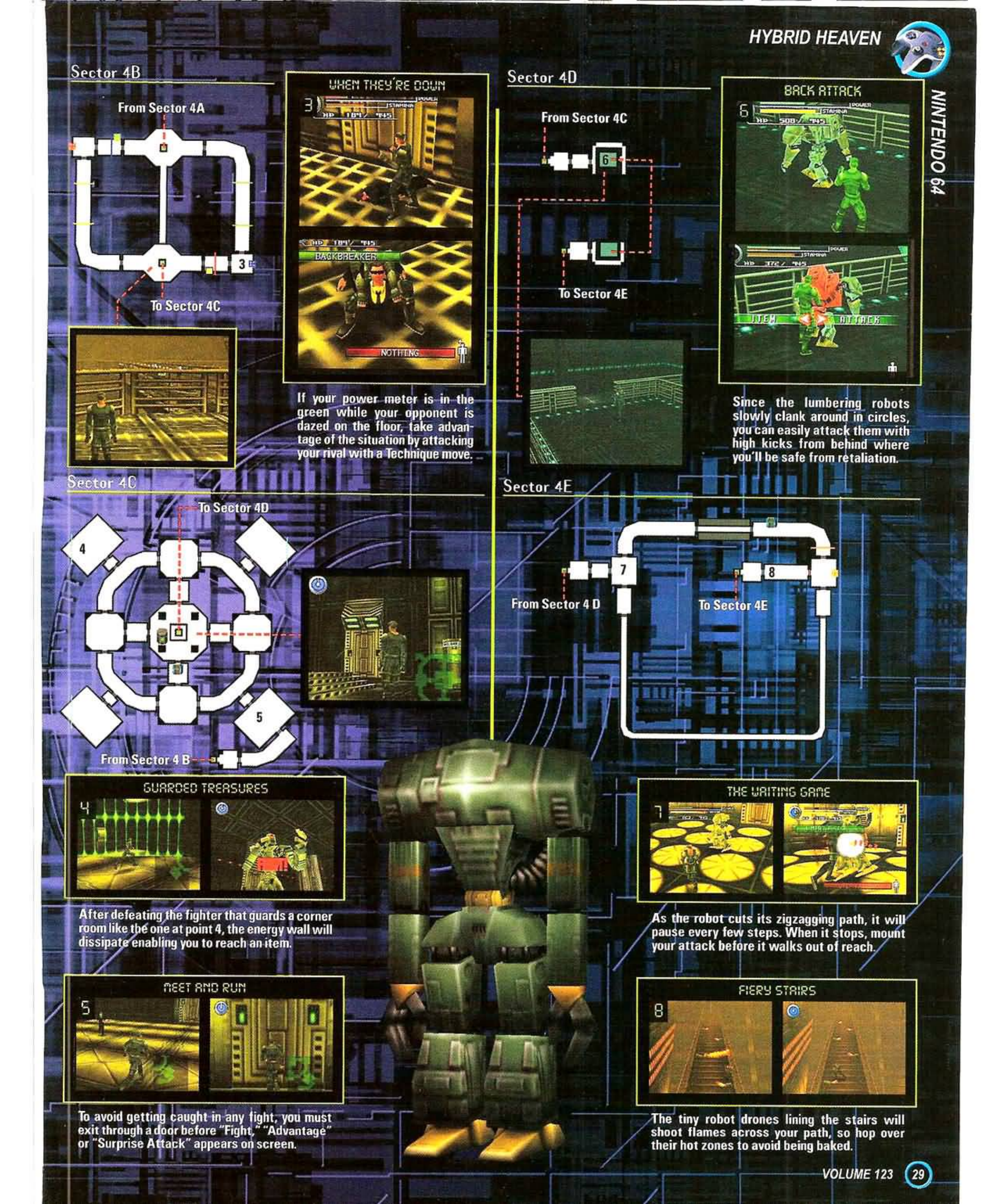




By point 1, you should be able to perform three-move combos. Since the robots are slow, rock'em and sock'em by maximizing your power.



In Area 4, you journey deeper under Manhattan and deeper into trouble, since the probe robots are more harmful. Target them quickly.



If your power meter is in the green while your opponent is dazed on the floor, take advantage of the situation by attacking your rival with a Technique move.

Since the lumbering robots slowly clank around in circles, you can easily attack them with high kicks from behind where you'll be safe from retaliation.

After defeating the fighter that guards a corner room like the one at point 4, the energy wall will dissipate enabling you to reach an item.

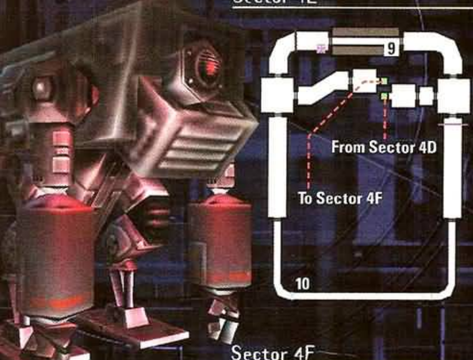
As the robot cuts its zigzagging path, it will pause every few steps. When it stops, mount your attack before it walks out of reach.

To avoid getting caught in any fight, you must exit through a door before "Fight," "Advantage" or "Surprise Attack" appears on screen.

The tiny robot drones lining the stairs will shoot flames across your path, so hop over their hot zones to avoid being baked.

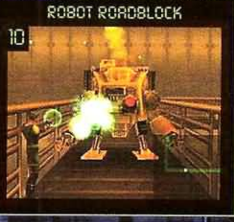
Area 4 (cont.): Weapon Factory

Sector 4E



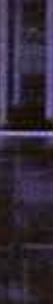


Beware of clouds of steam that form adjacent to the catwalk, since they trumpet the immediate arrival of a steam blast that can knock you off your feet.



The hulking robot that blocks your path will unload a barrage of firepower on you. Use your Refresh Menu often and blast the 'bot between its assaults.

Sector 4F





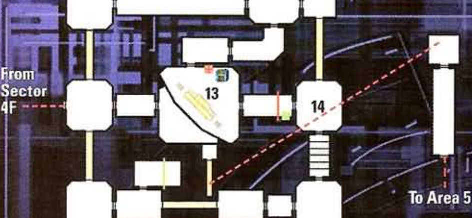
If you're looking for items, head to point 11 to destroy the rocket launcher that guards some goods. Blast it head-on to zap the rockets it sends your way.



The robot will fire a missile from its red "eye" if it catches you in its sights, so sidestep out of view as you circle around to its vulnerable backside.

Sector 4G







If you activate the terminal, you'll cause the conveyor belts to flow clockwise instead of counter-clockwise. To reach the end faster, don't use the computer.

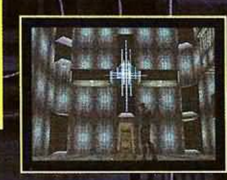


The Ring Eraser is one of the best weapons to use against small enemies like Men in Black, while the Ion Shot is better against mechanical foes like robots.

Plight of the Navigator



Once the Navigator is back, even we would be a match for the traitor and his clones...



When you exit Area 4, Johnny Slater brushes with Diaz who escapes leaving Slater to tend to a wounded Gargatuan. The alien explains the dire need to locate the Navigator of their ship, which has been converted into the subterranean breeding ground of the clones and bioweapons. Next month, NP tracks down the Navigator in part two of the game's sci-fi strategies. But until then, Heaven can wait.



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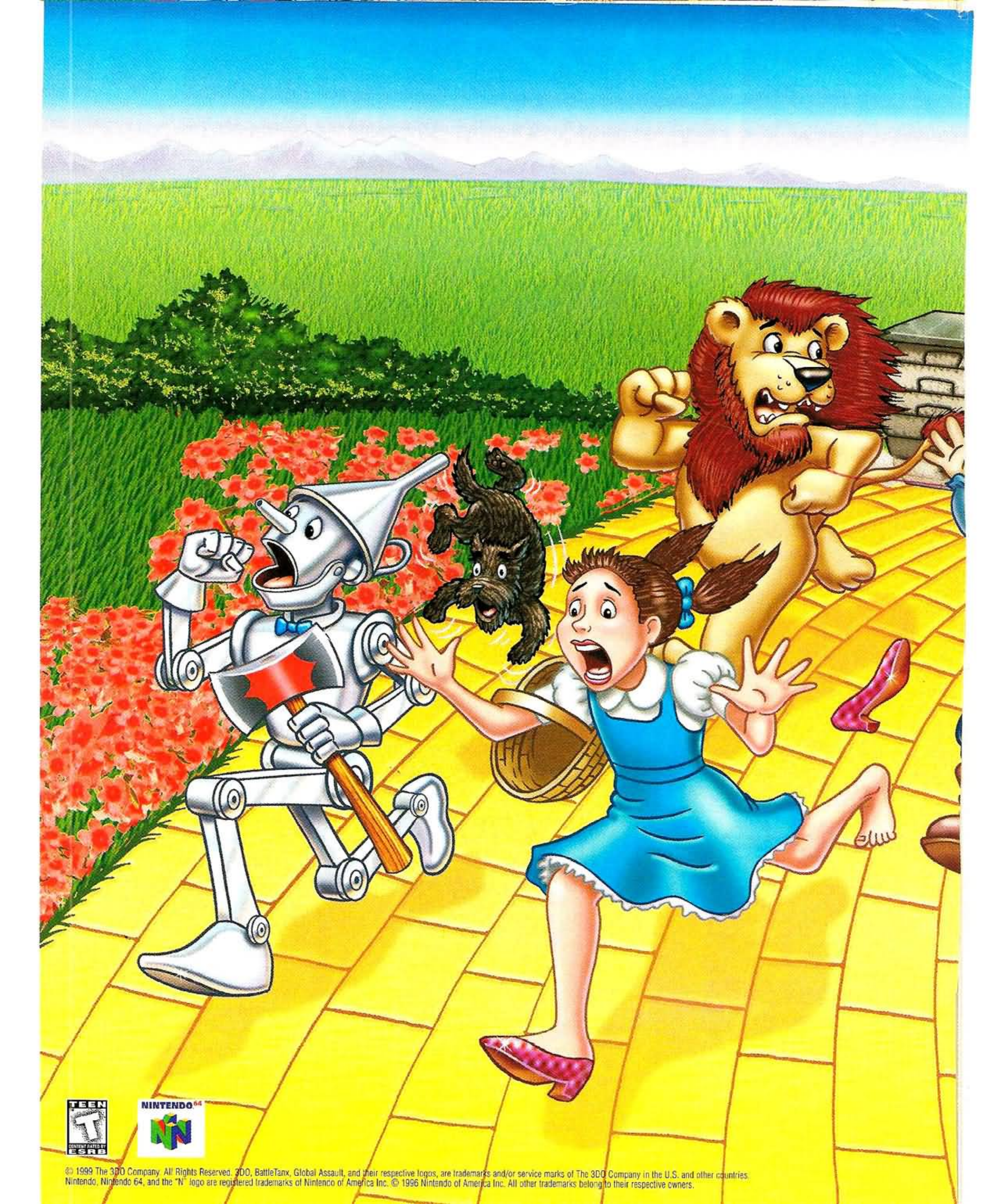
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BRAND SPANKIN' NEW! NP EXCLUSIVE

STAR WARS ROGUE SQUADRON

The Phantom Menace Code

For months, LucasArts has been keeping a secret from gamers. *Star Wars:* Rogue Squadron came out almost half a year before the release of *Star Wars:* Episode I *The Phantom Menace*, and in anticipation of the movie, the programmers included the film's Naboo Starfighter in the game. And, sure, the sleek royal spacecraft is technically outdated considering Rogue takes place a generation after Episode I, but the ship turns out to be one of the swiftest fighters in the game. To access it, type in HALIFAX? as your Passcode, select Enter Code, then punch in !YNGWIE! and select Enter Code again. To disable the code, enter HALIFAX? then enter in any word you'd like as your second Passcode.



Did you ever notice the empty spot in the hangar to the left of the X-wing? Look for the Naboo Starfighter there.



Anakin rode in one, and now his son Luke can pilot a Naboo Starfighter, too.



Even though you won't hear the R2-D2 beep to confirm that Passcodes are correct, the two codes will unlock the new ship.



Able to perform sharp turns and tight barrel rolls, the Naboo Starfighter will save to your Game Pak once you have unlocked it.

ALL-STAR BASEBALL 2000

All-Star Tripleheader

The bases are loaded with three new codes for All-Star Baseball 2000 from Acclaim Sports. Type in the code words on the Enter Cheat Screen, then hit Start to confirm your entry. If you entered them correctly, the name of the code will flash on the bottom of the screen.

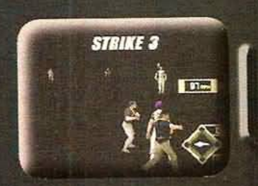
Big Ball Mode

For a ball that's bigger than a softball (or maybe even a breadbox) go to the Enter Cheat Screen and type in BCHBLKTPTY.



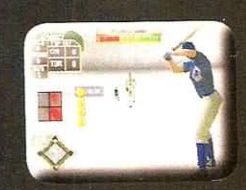
Blackout Mode

By typing in WTOTL as your code word you'll black out all graphics except for the players and ball, which will make depth perception nearly impossible.



Fog Mode

To let the fog roll into the ballpark, enter MYEYES. When the code is activated, the players will appear sharp and crisp, but everything else will be blanketed in a white haze.





RRDUAL and Other Secrets

In the film, Podrace drivers had to pilot each of their twin engines separately, and by activating the Dual Controller Code, you can wrangle your engines in a similar fashion. Plug two Controllers into your N64. A Controller in port one will control your left engine, and a Controller in port three will control your right engine. (Player two uses Controllers plugged into ports two and four.) Select a new file, then press and hold Z while cycling through the letters to spell RRDUAL. Hit the L Button to select each letter, then, while still holding Z, highlight "End" and hit the L Button to select it. In Dual Mode, the Control Sticks of the two Controllers will work in conjunction. The chart below details how to use them for steering.



Open a new file, then press and hold the Z Button while entering RRDUAL. Scroll through the letters like normal, and hit L to enter a letter.



You've entered the code correctly if "OK" appears after you've entered the code word and selected "End."

Maneuver	Controller 1	Controller 3
Accelerate	Up	Up
Air brake	Down	Down
Left turn	Down	Up
Right turn	Up	Down
Tilt left	Left	Left
Tilt right	Right	Right
Repair	R Button	

RRJINNRE



Once you've typed in RRJINNRE and the "OK" message appears, name the file that you're in "A." When you open a played up file, new racer Jinn Reeso will replace Mars Guo.

RRCYYUN



To access hidden racer Cy Yunga, type in RRCYYUN, then name your file "A" just like the Jinn Reeso code above. This time when you open your played up file, the newly activated character will replace "Bullseye" Navior.

Cheat Menu



After you've entered the next two codes, RRJABBA and RRTHEBEAST, activate them using the Cheat Menu. To access it, pause a race, then press the Control Pad Left, Down, Right, then Up.

RRJABBA



Punch in RRJABBA, then access the Cheat Menu to enable the Invincibility Option you've unlocked. Though your engines can catch on fire, your Podracer will never explode and only the reactors of Oovo IV or a plunge off a cliff will destroy you.

RRTHEBEAST



By entering RRTHEBEAST, you'll be able to access Mirror Mode on the Cheat Menu. The mode will switch lefts with rights, and let you flip-flop the tracks in midrace.

Ken Griffey Jr.'s Slugfest

Create-a-Player Codes

"Welcome to my world," greets Junior when you first turn on Ken Griffey Jr.'s Slugfest for the N64. And what a strange and unusual world it'll be once you've distorted it with the following batch of codes! To activate a code, enter Create-a-Player Mode, then type in "CODE" for the first name. For the last name, use any of the secret surnames listed below. Only one code will work at a time, so the code you've entered most recently will replace any previously activated codes.

Last Name	Description
BIGFOOT	Big Feet Mode
BIGGHEDZ	Big Head Mode
CPUVSCPU	CPU vs. CPU
INVISIBLEMAN	Invisible players
LIDDLELEAGUE	Short players
THETICK	Top-heavy players
TOOTHPICK	Skinny players
WEEBLEMAN	Bottom-heavy players

My, what big feet they have! And just imagine the size of those cleats!



Don't bother with the Controller Select Screen—CPUVSCPU will automatically start a CPU-controlled game.



Just like superhero the Tick, your players can have swollen torsos and shrunken legs.



The opposite of THETICK code, WEEBLEMAN fattens players with saddlebags.

Super Mario Bros. Deluxe

Play as Luigi

Who says Luigi is overlooked? The man in green made it into Super Mario Bros. Deluxe for Game Boy Color, and you can replace Mario with him by pressing the Select Button while viewing the Map Screen in the Original 1985 and Challenge Modes only.



To play as Luigi, bring up the map screen in Original 1985 Mode or Challenge Mode.



Hit Select to turn Mario into Luigi. Press the button again to switch him back.

Glover

Sleight of Hand

We've got to hand it to Hasbro Interactive for packing Glover with more than a few fistfuls of codes, and this month, we're pointing the finger at two new cheats. To activate Speed Up Mode, pause a game, then press left C, left C, right C, top C, right C, left C, bottom C, and then bottom C. To activate the Secret Cheat that opens up some bonus levels, pause a game, then tap bottom C, top C, right C, right C, bottom C, left C, right C, then right C.



Pause a game to enter a code. To deactivate a code, type it in a second time.



To let Glover's fingers do the running rather than walking, activate Speed Up Mode.

CLASSIFIED INFORMATION



Bowling Green

How do you make bowling more fun? We're still trying to figure that one out, but in the meantime, you can make it more confusing by activating a code that enables a Turok-style Pen and Ink Mode. But unlike Turok, all of Milo's graphics will appear as black outlines while the screen will become awash in green.



When it's your turn to bowl in Milo's Astro Lanes, hit R, L, R, L, L then R.



The code takes you to the greener (literally) pastures of Etch-A-Sketch-style graphics.

Snowboard Kids 2

All Kids, Boards and Levels

To unlock all of the snowboarders, boards and boarding runs, head to the Title Screen and press Z, B, top C, Down on the Control Pad, Left on the Control Stick, Right on the Control Stick, Up on the Control Pad, R, Z, then A. If you entered the sequence correctly, Damien will cackle and twirl off the screen.



You'll be able to choose from all characters in Battle Mode only.



All courses will be available in Story Mode. Select "Start Game" rather than "Load File."

F-1 WORLD GRAND PRIX

The Williams Codes

Driver Williams of F-1's Team Williams is the key to unlocking the game's secrets. By changing his last name to "Pandora," "Museum" or "Credits," you'll be able to access one of the three secret features detailed below.

Bonus Challenge

Change Driver Williams's name to Driver Pandora, return to the Start Screen, then begin Challenge Mode. When you select a file, choose File 4, which will become the "Cheater's Special" that contains new challenges.



Gallery

To view the cars in the Gallery, replace the last name Williams with Museum, then press B until you return to the Start Screen. On the Main Screen, you'll be able to select the new Gallery Option.



Credits

After renaming Driver Williams as Driver Credits, return to the Start Screen. Appearing in shadowed type below "Start" will be "Credits," which will enable you to roll the end sequence.



If you have a trick, password or code for our Classified Information files, drop us a line at the address to the right or send e-mail to classified@nintendo.com. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

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98073-9733

GEX 3
DEEP COVER GECKO

STARRING:	GEX THE GECKO
FEATURING:	THE VOICE OF DANA GOULD
CREATED BY:	CRYSTAL DYNAMICS
PUBLISHED BY:	CRAVE

COMING IN SEPTEMBER

The big screen, the little screen, and every screen in between are about to change forever, all because of a lizard in love. When the curtain rises on Deep Cover Gecko, the romance between Gex the Gecko and Agent Xtra is documented in the tabloids and subsequently brought to the attention of Rez—arch-villain and lizard-loather. What better way to pay Gex back for all of his past interference than by agent-napping Xtra? And so begins the third chapter in the parody-rich environment of Gex the Gecko. Thrill to the action as Gex dons masterful disguises and performs breathtaking stunts in his quest for Agent Xtra. Travel to exotic locations from the North Pole to the scale-scorching sands of the Sahara. Perform feats of derring-do and deduction as Gex puzzles through the fiendishly clever mysteries found in this 256-Megabit Game Pak. Yes, you'll laugh, you'll cry, you'll even want to eat a fly when Gex 3: Deep Cover Gecko debuts on N64s across North America.







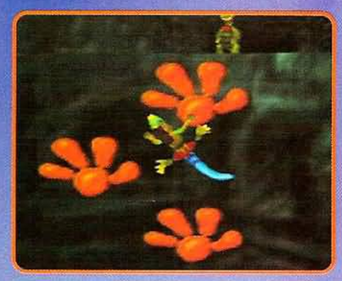
ACTION

GEX, STUNT GECKO

Like many of his fellow action superstars, such as Sly, Bruce and Arnold, Gex performs all of his own stunts, and in the N64 version of Gex 3, you'll be amazed at moves that are not found anywhere else. You'll gasp in disbelief when, for the first time in Hollywood history, a major star will swing back and forth and jump from rung to rung using nothing but his own sticky tongue! And fans of previous Gex outings won't be disappointed to see the return of such favorites as the bouncing tail pogo jump, the fly-catching tongue slurp, the aquatic lizard crawl and the enemy-stopping, roundhouse tail thwack. Even more fun is in store when Gex disguises himself in special costumes. With a vampire cape he can fly, when transformed into HercuGex he has the strength of ten reptiles, and when he turns into RoboGex he gains a jet pack for bursts of gliding power.

Gex Reed, movie critic, gives Deep Cover Gecko three flies:

"...the gritty acting reminds me of Connery in Lizards Are Forever..."



Gex returns in the biggest adventure ever for lizard lovers. As always, Gex is a witty and debonair master of disguise.





SPEED THRILLS

No action epic would be complete without a few dozen heart-grabbing scenes in which the hero races about in dangerous vehicles or rides off into the sunset on a trusty steed. Deep Cover Gecko takes the next step in driving machismo by giving Gex a wide variety of rides. In one riveting and highly patriotic scene that is sure to win tons of awards, players will experience the rumble and excitement of driving a WWII tank, blasting walls and finding hidden treasure. In other memorable scenes, Gex rides a mule on the Organ Trail, hitches a ride in a kangaroo's pouch, takes a cruise with a crocodile and goes for a hike in the desert with Humps the camel. And since Gex is an extreme gecko, he takes snowboarding to a new level when he combines boarding and battling in a fine scene that is guaranteed to bring tears to your eyes. The variety of action in Gex rivals games such as Banjo-Kazooie and Zelda, but getting around is just the beginning of the tail.



For the first time in Gex history, our heroic gecko rides into trouble on many mounts.

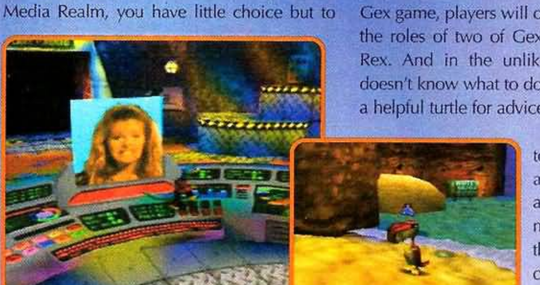




ADVENTURE

GEX, FLIES & VIDEOTAPE

Imagine that you are an international gecko of mystery dating the amazing Agent Xtra while the entire world watches through the lenses of the tabloid press. When that same Agent Xtra is kidnapped by your arch-rival, Rez, and hidden away in the Media Realm, you have little choice but to leap to the GexCave and set out in pursuit. The road to Rez is littered with enemies and obstacles in areas based on movies, TV and storybook tales like the Three Little Pigs. Our gentleman gecko meets friends along the way, as well. In fact, for the first time in any Gex game, players will occasionally step into the roles of two of Gex's friends—Cuz and Rex. And in the unlikely event that Gex doesn't know what to do next, he can turn to a helpful turtle for advice and clues.



But before you get too comfortable with all the friends you're about to make, take a moment to consider the other side of the coin. Rez's friends are Gex's enemies.



Gex's world is filled with good friends such as Rex and Agent Xtra, and dastardly enemies like the skeleton pirate.

Everywhere Gex goes he'll face desperate characters, from a mad Santa who's been naughty, not nice, to giant ninja robots and schoolgirls with karate chops like Jackie Chan. Virtually everything in Gex's world has been animated, and many of the villains will try to give Gex a licking.

SETTING THE SCENE

Each world in Gex 3 has been lovingly crafted from the finest in contemporary entertainment sources. From sci-fi to spy-fi to spaghetti Westerns, the development team at Crystal Dynamics has left no stone unturned and no genre unmocked. In our preview version of Gex, we counted 27 areas in all with such names as Clueless in Seattle, When Sushi Goes Bad, My Three Goons, Gextreme Sports, Marsupial Madness and the Temple of Gloom. In each, Gex dons an appropriate costume and deals with enemies and puzzles suited to that setting. All roads lead from the GexCave through television monitors that are opened up by collecting remote controls. Within worlds, Gex will find hidden areas, bonus areas, and doors to later worlds. The structure is very much like Banjo-Kazooie, but Gex has its own look and quirky sense of humor. The worlds are filled with gags, humorous signs and wonderfully weird characters, objects and puzzles that make each one unique.

Roger Gexbert, movie critic, gives Deep Cover Gecko a big thumbs up.

"...I laughed so hard I thought I would hurl..."



















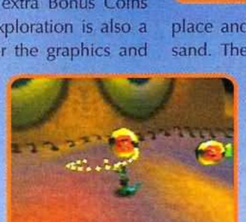
MYSTERY

THE THIN RED TONGUE

Gex 3 plays off of the same tried-and-true themes of earlier Gex games. Gex, disguised to fit into the scene, must complete three missions and discover hidden items to win remote control icons. Those remotes are the keys that unlock the doors (or TV screens) to other areas. Players choose which goal they wish to pursue when they first enter the area, but they may also see how the other missions come into play as they explore the world. You can complete missions in any order and find extra items and surprises in every setting. Some of the missions entail defeating enemies while others require players to solve puzzles or perform tasks.



While whipping his tail against many objects, Gex may find extra Bonus Coins and Golden Flies, so exploration is also a key to the game. As for the graphics and sound, each world takes its cue from the media that it parodies. The Organ Trail looks and sounds like a Western with some weird twists like chickens running all over the place and gunfighters who pop out of the sand. The music is also a parody of the themes that you'd expect from a Western, and Gex's lines are a mix of references to famous lines from similar types of movies and shows. The result is a rich mix of gaming variety and humor that sits tall in its N64 saddle.

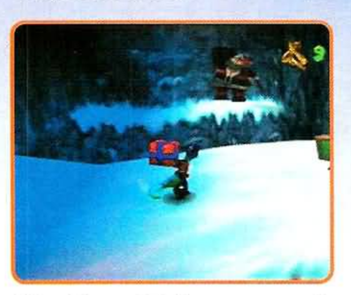






NORTH BY NORTHGEX

At the heart of Gex 3 are the mission objectives for each world. Sometimes they are as basic as snowboarding around a slope until you find and slam five elves or as complex as figuring out how to reach distant ledges with no means of access. In the first example, Gex just jumps on his snowboard and uses his extraordinary lizard dexterity to whack the elves. But in the second example, our robust reptile must follow a lengthy series of tasks before he uncovers the answer, which involves finding a vampire's robe and gliding to the high ledges. In other areas, the missions may involve pushing blocks or completing tasks within a time limit. The variety of the activities is just as vast as the variety of worlds where they take place, which should keep Gex 3 gamers on the edge of their seats throughout every level. And then there are the enemies and bosses. Most enemies are easy enough to dispatch with several tail whips, but some can take multiple hits while others resist everything but a special attack. For instance, the giant head in the Wizard of Oz spoof, "Lions, Tigers and Gex," is defeated by Gex (dressed as the Tin Man), who fires cannons that pop out of the floor. Variety may be the spice of life, but it's the meat and potatoes of Gex 3.



Although Gex uses his tail in many ways, one of the most useful tail tasks is to smack Santa's packages back at the jolly joker.



SUSPENSE

DYNAMIC CRAVINGS

Crystal Dynamics developed Gex 3: Deep Cover Gecko (N64) for Crave Entertainment in a little less than 12 months with a core team of five programmers, four artists and two designers—an amazing feat for man or gecko. So we got in touch with Sam Player, the producer of Gex 3 at Crystal Dynamics, and asked him about the many improvements to this version of gecko-mania.

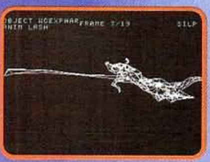
GRAPHICS: "We're quite pleased with the advances in the graphics from Gex: Enter the Gecko. The graphics for Gex 3 include some very sophisticated reflection, transparency and use of lighting—a real lizard-leap up from the previous game. Our artists have become quite astute with



our proprietary technology and have learned all the tricks of the engine. The results are breathtaking. Specifically for the N64 version, we've taken full advantage of the hardware z-buffering, bi-linear filtering, and intensity textures."

CHARACTERS: "All of our characters are first conceptualized and sketched by Glen Schofield. His sketch is then handed over to one of our three character animators who model the character in 3-D down to the most minute detail, using Alias, 3-D Studio Max, or Lightwave as modeling tools. The characters are then animated in Alias. Gex himself has over 150 different animations. Most of the enemies will have anywhere from five to 20 animations."





With 150 animations and hundreds of polygons making up Gex, this lizard never looked or acted so cool.

SOUND: "One of the criticisms of Gex: ETG was that there just wasn't enough Dana Gould. We decided to triple our sound budget for the sequel, and most of the extra space is devoted to Gex's voice. Of the 256 Megabits, approximately 30% is devoted exclusively to sound! We think the result is an audio experience unlike any other on the N64."

COMEDY: "Dana Gould and his buddies Ken Daly and Rob Cohen write most of the material based on viewing each level beforehand. Dana also improvises like CRAZY in the recording studio. We end up with twice as much material for each level as we can squeeze in. The code ties Dana's lines to specific areas, objects



or enemies, so that when Gex encounters these things, the appropriate line is played. To avoid repetition, each scenario has multiple voice files that can be called, and we also put in a call not to play a voice file if it's been played in the recent past."

PLAY CONTROL: "We played with the analog control a bit, adding different sensitivity settings to the options menu. Now the player can customize how the characters feel to play. We've also made a major modification to the camera scheme using the feedback generated by the first version."

FINAL THOUGHTS: "I think what



was special about Gex 3 was the amount of innovation and a number of new elements that we were able to complete in the short amount of time we had. Ridable characters, a whole new scheme for collecting items, gliding…the game is really a remarkable accomplishment, and Gex fans all over the world will be thrilled when the newest N64 episode is released later this summer."



According to Sam Player, Dana Gould ad-libbed some wacky lines for the lizard in the limelight.



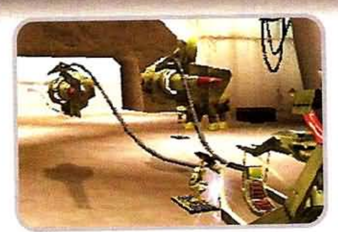
COUNSELORS' corner

STAR WARS: EPISODE I: RACER



WHY DOES MY PODRACER KEEP SLOWING DOWN?

It's time for a tune-up! Wear and tear on your Podracer parts is generally the reason for poor performance, and the only cure is constant vigilance. Check the Vehicle Upgrades screen after every race, buy parts from Watto's shop or the junkyard and drive safely to minimize the amount of damage to your craft. You should also buy three pit droids as early as possible and upgrade your Repair modules often.



After every race, head into the pits to inspect the condition of your ride. Remember, you're only as good as your machine!



If you didn't fly into rock walls at 400 mph, you wouldn't need to buy parts so often. Stay in control to prolong your Podracer's life.

? HOW DO I ACCESS SEBULBA? ?

Sebulba? Who would want to access that filthy, cheating Dug? Well, considering the facts that he's one of the fastest Podrace drivers and that he has the ability to blast nearby racers with flaming exhaust, you may want to take him out for a spin. Unfortunately, the only way you'll ever get to climb into his ride is by taking first in the Boonta Classic, the pinnacle of the Galactic Circuit. In order to get there, you'll have to refine your Podracing skills. Race tracks in the Free Play or Time Attack Mode so that you can formulate strategies without risking the condition of your Podracer, then trust your feelings.



Take switchbacks slowly and use your brakes wisely to keep your craft in good condition throughout the long circuits.



If you can come out on top in Tatooine's hugest race, you'll be able to get behind the controls of the Dug's mean machine.



Double-tapping the R Button will cause flames to shoot out the side of Sebulba's craft. Shouldn't there be a rule against this?



HOW DO I DEFEAT MORPHA?

The aquatic nightmare lurking within the Water Temple would love to dunk you under, so stay out of the reach of its liquid tentacles. Morpha's weakness is the pink amoeba-like thing that flops around and summons the watery arms into attacking Link. Target the blob with your Longshot and wait for it to lurch out of the water with a tentacle. Then drag it close and use your blade!



If you back into one of the room's corners, the tentacles will never be able to reach you.



Pull the blob in close, get a couple of licks in with your sword, then repeat as necessary.

IS THERE AN EASY WAY TO FIND FAIRIES?

You'll find plenty of fairies hiding in caves scattered throughout the overworld, and a wise warrior will be sure to bottle a few up for when the going gets tough. You don't necessarily have to find their secret fountains to summon up these magical creatures, however. When Link is young, track down one of the many butterflies fluttering around the overworld and take out a Deku Stick. If you can coax the butterfly to land on the tip of the stick, it will transform into a helpful fairy! Another nifty trick is to stop at one of the many Gossip Stones that dot the land of Hyrule. If you have the Mask of Truth, you can coax hints from the stones. You can also get a reaction with your ocarina—play some mood music to convince a healing fairy to float out of the stone.



It's tough to make the erratic butterflies land on the Deku Stick, but it's worth it.



The Gossip Stone fairies can't resist Epona's Song, Zelda's Lullaby and the Song of Storms.

WHAT'S THE POINT OF THE FOREST STAGE?

Nestled deep within the Lost Woods is a quiet meadow populated by a couple of Business Scrubs and a single, dead tree. If you wander amid the waist-high flowers as a kid, you'll tumble into a mysterious underground cave with a sign proclaiming it to be the Forest Stage. Wearing any of the masks from the Happy Mask Shop here will elicit various reactions from the audience of young Deku brothers, so try them all out and see what happens!



There's a hidden hole in the center of this patch of flowers. Fall into it to perform a little bit of Deku improv.



Some masks may earn you rupees from the appreciative Scrubs, but if they don't like your looks, they'll pelt you off stage.



The Skull Mask and the Mask of Truth will evoke such a positive reaction that you'll be granted more Deku Nuts and Deku Sticks.

▶SUPER SMASH BROS.



HOW DO I COMPLETE BONUS CHALLENGE 2 WITH NESS?

Ness catches a lot of air with his slow, elegant backflip, but it falls just short of many of the platforms he needs to reach in Bonus Challenge 2. The key to reaching these out-of-the-way spots is a little kick-start from his PK Thunder attack. Jump as high as you can, then unleash a bolt of psychic energy by pressing Up and B. Steer the bolt underneath Ness to reach new heights.



PK Thunder packs a powerful punch! Angle it in from the side to slam yourself up the ramp.



The last platform is nestled in close quarters, so you'll have to control the bolt perfectly.

? WHAT ARE THE BEST TACTICS AGAINST MASTER HAND? ?

Fighting Master Hand at the end of the One-player game requires a significant change of tactics because of its ability to hover and the variety of its speedy attacks. If you want to hold your own, you're going to have to depend heavily on your shield. Whenever Master Hand flies up high to deliver a turbocharged assault, press Z to stay safe until the worst has passed, then attack for all you're worth. A character like Kirby will have an advantage, because he can stay in the air long enough to deliver a powerful brick attack. With a character like Yoshi it's better to run underneath and hurl eggs. Experiment with the attacks of each fighter to find which are the strongest and most dependable, then remember to use your shield liberally during the fight.



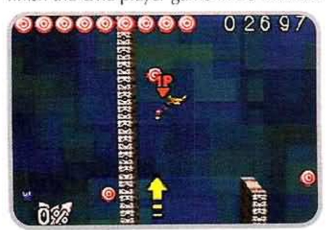
Bombardments like this flattening attack will crush you if you aren't shielded.



Whenever Master Hand prepares to fire bullets at you, hit it with a long-range attack.

? HOW DO I BREAK ALL THE TARGETS WITH CAPTAIN FALCON? ?

You have to be a speed demon to play with this speed demon. In order to access the F-Zero pilot, you must first finish the One-player game in 20 minutes or less on any difficulty. Once you do, Captain Falcon will challenge you to a duel, and if you win he'll become a playable character. Breaking all of the targets in Bonus Challenge 1 will require accurate jumping and swinging through walls with the Falcon Punch, so you'd better master all of his moves before you try!



Double-jump, then press Up and A at the apex of your jump to barely smash this hard-to-reach target with Falcon's feet.



You could climb over the top and drop down to these targets, but you'd be stranded there. Instead, do Falcon Punches through the wall.



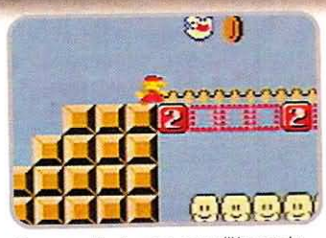
Save this target for last. Fall off the side, jump once to position yourself under it, then press Up and A to smash it with a Flip Kick.

▶SUPER MARIO BROS. DX



HOW DO I ACCESS THE BOO RACES AND THE LOST LEVELS?

There's only one way to earn the right to play all of the games included in this retro Pak: by racking up points. Lots of 'em. If you go to the Records screen, you'll see a bunch of familiar names. The important ones are Boo at 100,000 points and Luigi at 300,000. Beat each of these two scores and save your game, then check out the title screen. Boo and Luigi will be there, opening the way to your new challenges.



Boo moves like the wind, so you'll have to be in top form to beat him to the finish line.



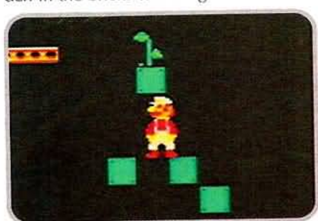
Prepare to explore 32 lost levels! If you've never seen these before, you're in for a whole new game.



WHERE ARE THE WARP ZONES?



Those of you who are veterans of the classic Super Mario Bros. game for the NES know that the Warp Zones are the only way to travel for the quickest route to the Princess. The first one is at the end of World 1-2. Instead of entering the pipe to go above ground for the flag, jump onto one of the moving platforms and climb onto the ceiling on the right. Run all the way over for a shortcut to World 2, 3 or 4. There are two zones in World 4-2, one of which is accessed in the exact same way. By traveling along the ceiling past the exit pipe you'll be able to skip to World 5. The better Warp Zone is accessed in the middle of the level, right before the area with four Piranha Plants. There's a beanstalk hidden in the bricks to the right of the moving platform, and by hitting hidden coin blocks beneath it you can jump up to activate it. The Warp Zone's at the top.



If you hit the hidden coin block directly under the beanstalk you'll have a hard time, so hit the ones to the side and jump over.



After climbing the beanstalk, some quick jumps over mushrooms will lead you to the warps for Worlds 6, 7 and 8.

Q&A FAST FACTS

▶▶ In the USA Call: 1-900-288-0707 ($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call: 1-900-451-4400 ($2.00 per minute. Callers under 18 need parental permission to call.) ▶▶

STAR FOX 64

Q: How do I access Expert Mode?

A: If you earn a medal on every stage, you'll be able to enter Expert Mode on the main menu.

Q: What's the invoice for at the end of the game?

A: Nothing—it's just there for comic relief.

DIDDY KONG RACING

Q: Why am I short a couple of balloons?

A: Besides all the balloons in the worlds, there are seven balloons in the main overworld.

Q: Why can't I use any vehicle after defeating a boss?

A: You must complete the Silver Coin Challenge to select any vehicle.

DIDDY KONG RACING

Q: How do I get accross the Weak Bridge?

A: Use Bottle 2 on yourself. It will make you light enough to cross the bridge without breaking through.

Q: Why do I keep losing lives every few turns?

A: Your torch must be going out.



Last month we strapped you into your racing harnesses and took you through the rigors of the GT2 circuit, admiring the graphically stunning scenery all the way. As gorgeous as WDC is, though, it's time to stop gawking at Boss's brilliance and get down to some GT1 racing.

TIME TO OPEN IT UP!

You'd think after sweating through the long but satisfying GT2 circuit we'd be all tuckered out, but WDC is so immersive that we just want to keep going. It's a good thing, too, because the GT1 promptly makes it clear that all of our skills (which we thought were rather spectacular) are actually sub-par. The GT1 offers eight new teams, 17 new cars, arduous Cup races and absolutely vicious competition. A, B and C variations on all the familiar tracks will be further complicated by reverse races, so prepare for a brutal crash course as you learn them all again.

BE PROFESSIONAL

Before we take you on our own meteoric rise through the ranks of the GT1 circuit, it would be best to take a look at the field. Half the fun of this game is the careful management of your career as you earn respect and bounce around the various teams. Will you switch teams every time someone dangles a better ride in front of your eyes, or will you stay loyal throughout?

RANKINGS AND VEHICLE AVAILABILITY

To get an idea of the way rankings work, check out these charts showing the point structure that controls your driving destiny. Earn the requisite number of points by winning Cup races to move up in the ranks. Each team has A and B and sometimes C cars (A being the best) to offer you once you've reached a certain level. For fun, we threw in the best GT1 car—12 million points, anyone?

RANK	POINTS NEEDED
30	0
29	10,000
28	25,000
27	50,000
26	100,000
25	150,000
24	200,000
23	250,000
22	300,000
21	350,000
20	400,000
19	450,000
18	550,000
17	650,000
16	800,000
15	1,000,000
***	**********
1	12,000,000

TEAM	VEHICLE	RANK C, B, A
SPEEDCRAFT	STALLION SR	30, 27, 21
KOHR RACING	RAGE 512 VEO	30, 26, 20
VIEWPOINT	ELAN SWIFT TT	29, 25, 18
REEDS	REEDS R12 MANTA	28, 24, 19
EUROSPEC	RAM VENOM GT	N/A, 24, 17
TOTALSPORT	FURIO	N/A, 23, 16
ELITE	EXR CHALLENGER	N/A, N/A, 15
GT1 NUMBER ONE VEHICLE		
EXCALIBUR	MYSTIC	N/A, N/A, 1

VEHICLE RECOMMENDATIONS

Choosing a vehicle is an important and personal choice, but there's also something to be said for mimicking the pros. With that in mind, we asked the development team at Boss to let us in on their secrets. Here are their choices for smart car progression in both circuits.

GT2 VEHICLES	GT1 VEHICLES
RAGE 512, C	LANCE SCORCHER, C
ELAN SWIFT, B	SCORPION, B
RAM VENOM, A	MCCLOUD, B
TOTALSPORT, A	RAGE 996, B

Obviously you may drive a couple of other cars in between these choices, or drive none of them at all. Remember that some teams won't take you back if you leave.

TARGET LAP TIMES

Winning pole position on any race will garner you extra points and a huge advantage in that race, so practice until you can hit these lap times. We've listed every track's forward and reverse variants.

COURSE	A	B	C	AR	BR	CR
HAWAII	1:13.26	1:26.58	1:34.76	1:19.73	1:36.69	1:15.23
LES GETS	1:42.12	1:42.12	1:52.94	2:01.33	2:14.96	1:53.83
LAS VEGAS	1:37.43	1:20.26	1:37.16	1:23.48	1:27.76	1:54.51
NEW ZEALAND	1:25.23	1:25.23	1:29.23	1:24.76	1:38.36	1:16.26
LISBON	1:36.79	1:42.36	1:35.23	1:32.79	2:04.37	1:44.00
ROME	1:22.55	1:45.69	1:37.38	1:26.76	1:55.23	1:37.51
SYDNEY	1:26.26	1:31.69	1:30.26	1:41.94	1:31.26	1:53.08
ZURICH	1:37.55	1:54.23	2:03.62	1:51.19	2:19.05	1:59.51
KYOTO	1:35.44	1:35.44	1:29.69	1:04.69	1:24.79	1:24.33
BLACK FOREST	0:47.09	1:27.43	N/A	0:39.43	1:24.83	N/A

GT1 TEAMS AND VEHICLES

HAYAI N70



If you have no qualms about driving for a wealthy banking family that sees GT1 racing as an amusing distraction, get down with Team Nebo. The A car is a force.

LANCE SCORCHER GT



The Lance Scorcher GT is a great car for newcomers to the circuit, and if you stick around long enough to drive the A car you'll get a nice mix of speed and pickup.

ELAN SCORPION



Sage Autosport has a long tradition of winning, and they'll expect nothing less from you. What their low-level cars lack in speed they make up for in handling.

MCCLOUD F-TYPE



The Lassiter team makes one of the coolest looking cars around, but their B car isn't much to drive. The A car, however, is a huge leap forward in all categories.

PANZER BATRAYE GT



Although SSD Competition isn't as well-regarded as some of the other teams, the silky smooth handling of their Panzer Batraye GT is very driver-friendly.

RAGE 996 GTR



You can't really go wrong with a team named after the developers of the game, can you? The Boss A car will likely be the fastest car in any race, so get it if you can!

M-K PHANTOM R



Sleek lines, ultra-light construction and extremely high rankings in handling, acceleration and top speed make the Meiden-Krauss car a sure winner in the proper hands.

EXR MYSTIC



If you can tame this baby, you won't have to worry about anybody else on the track. Excalibur Ltd. has by far the lightest, fastest and most maneuverable car in GT1.

GT1 CHAMPIONSHIP

There are so many ways to progress through the GT1 that it would be impossible to describe them all, so instead we're going to bring you along in the passenger seat for our joyride to the highest echelon of driving glory. Remember, your GT1 career will likely be much different from ours—regardless of whether you jump from team to team or stay loyal to one, it's bound to be a wild ride.

SUPER SERIES

Our first experience with the GT1 was the Super Series Cup. We finally got a look at Sydney's track, and by then we were familiar with Hawaii and Rome to excel. The competition wasn't that tough, so we raced with our favorite GT2 car, the Venom A car, and won handily.

SUPER SERIES 5 LAPS

1. Hawaii B
2. Sydney A
3. Rome C



HAWAII B



The B variation of Hawaii took us through a beautiful section of road carved out of stone. The new curves weren't very difficult to handle at all. As usual, we gained the lead around the familiar elbow curves near the start.

SYDNEY A



Our first peek at Sydney was a little rough at first, but heavy practice got us in the swing of things soon enough. After driving defensively through the narrow, snaking freeways of the city, we opened it up in the outback.

SPIDER CUP

SPIDER CUP 5 LAPS

1. New Zealand B
2. Zurich A
3. Black Forest AR

Since we owned New Zealand in the GT2, we had no problems destroying the competition here once we accepted Team Nebo's offer. Zurich was a little tougher, and the reverse trip around Black Forest made us eat some humble pie.

NEW ZEALAND B



Team Nebo's car was so light compared to our GT2 favorite that we drove offtrack a couple of times. Fortunately for us, we knew the course like the back of our hand, so the field was at our mercy for most of the five laps.

BLACK FOREST AR



The sand skirting this track was such a nightmare that Black Forest instantly became our most-feared course. Luckily we had a point lead coming into the track, because one minor error at the end of the race cost us first place.

ENDURANCE CUP

We still had five laps on each course of this Cup, but there were now four tracks instead of three (hence the name Endurance Cup). Although the Hayai N70 had served us well to this point, we decided a change was in order and switched over to Victory Smith's camp.

ENDURANCE CUP 5 LAPS

1. Les Gets B
2. Las Vegas C
3. Lisbon A
4. Rome AR

LES GETS B

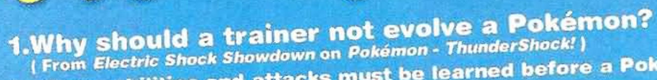
The higher top speed of the Lance Scorcher GT served us well on the snowy straightaways of Les Gets, but we still had to race it a couple of times before we took first. The competition was looking a lot better and more aggressive.

LISBON A



After doing 15 laps around Lisbon at the end of the GT2 circuit, you'd think we'd be used to the track. The dim lighting and nightmarish curves quickly reminded us why it was no picnic. This time, our light car took the curves smoothly.

Poké-Quiz!



1. Why should a trainer not evolve a Pokémon?
(From *Electric Shock Showdown* on *Pokémon - ThunderShock!*)

A - Some abilities and attacks must be learned before a Pokémon evolves
B - Evolved Pokémon eat more food
C - Evolved Pokémon must be recaptured by the trainer
D - All of the above.

2. Why should you never abuse your Magikarp?
(From *Pokémon Shipwreck* on *Pokémon - Seaside Pikachu*)

A - It's not nice
B - You might hurt yourself
C - It evolves into Gyrodos
D - All of the above.

3. Why should you buy Pokémon Video or DVD?

A - It has the complete Pokérap on every video
B - You get to watch Ash learn lots of cool Pokémon facts in every video
C - A cute but really powerful Pokémon defeats Team Rocket in almost every episode!
D - All of the above and free stuff too! *(Mini-comics, Pokémon Sweepstakes entry forms and more!)*



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Canadian prices may vary

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ANSWERS 1:A 2:D 3:D



MARIO GOLF™

DOES GOLFING TEE YOU OFF? BEFORE YOU BEND THOSE CLUBS INTO BOOMERANGS, PUTTER INTO OUR GOLF CLASS WHERE YOU'LL COME OUT SWINGING. AND SHORT OF CARRYING YOUR BAGS, WE'LL GIVE YOU ALL THE HELP YOU'LL NEED TO CONQUER THE COURSES.

FAIRWAY TO HEAVEN

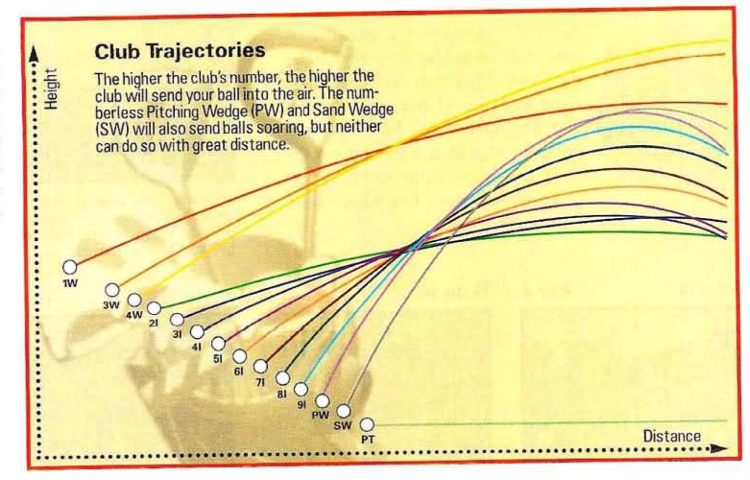
Golf usually comes off as a quiet game, but when Mario, Luigi, Yoshi and the cast of Mario Golf hit the links, they make the sport scream "fun" decibels louder than any country club golf clap. Four-player Mario Golf veers off the beaten fairway to emphasize sharpshooting, and NP has the tee-off tips to keep you on target.

THE SWING AND I

CLUB HOPPING

The right club will get your ball to the hole within par, or the target number of strokes. Woods (W) hit the ball farther than irons do, but you can lose accuracy on long shots. Irons (I) tend to pitch the ball higher into the air, but up there, winds will have a greater effect on your shot's trajectory.





SPIN DOCTORING

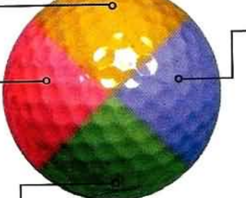
Normally when you swing, your club will connect with the center of the ball so that it launches it in a somewhat straight path. To change the arc, press and hold the Z Button, then move the Control Stick to reposition the red dot on the ball close-up shown in the lower right of the screen.



To curve your shot over or around obstacles, add some spin to it by changing where your club strikes the ball.

Topspin Striking the top of the ball results in a low-flying shot that can cut through wind and roll farther.

Left Sidespin For a trajectory that hooks to the right, put some spin on your shot by hitting the left side of your ball.



Right Sidespin To hit a shot that curves to the left, press and hold the Z Button to aim for the right side of the ball.

Backspin If you need to clear a hill or pitch the ball over some trees, hit the bottom of the ball to send it soaring.

DRAW AND FADE

Some characters will put a natural spin on the ball when they hit it. If a character is a fade hitter, the ball will tend to sail to the right before curving to the left. If a golfer hits a draw, the ball will curve the opposite way.



If a shot that fades or draws stops short of the grid, it could land far to the left or right of your target, so aim accordingly.

SWINGING IN THE RAIN (AND WIND)



The wind can blow your ball off course, so adjust your aim to the left if the wind is blowing right and vice versa. If your ball is sailing downwind, expect it to fly beyond your targeting grid. If you're hitting against the wind, aim past your target.



When it rains, the damp grass will prevent your ball from rolling as far as it normally would. Hit with extra power to give your ball some extra push, and aim past the hole when you're putting on the soggy green.

FOR WHOM THE BALL ROLLS

TOAD HIGHLANDS



Home of the Toad Tournament

The only Tournament course that is open right off the bat (or is it club?) is the Toad Highlands for beginners. Eighteen holes of forgiving fairways and large greens, the Highlands will bring out the birdies in you, but weather is always an unpredictable factor, and high winds and heavy rain could change everything.

Hole 6 **Par 3**



The fairway and green sit on a small island in the rough, so compensate for wind interference to land your shot by the hole.

Hole 11 **Par 4**



On your first shot, aim for the fairway rather than attempt to clear the hills, since the sand traps at their base will ensnare you.

Hole 14 **Par 4**



If you hit your ball to the near-left corner of the pond, you'll have a clear shot to the hole that provides plenty of green to land on.

Hole 16 **Par 5**



By aiming between the second and third trees on the hilltop, you'll have an easier time shooting over the second hill to the green.

Hole 17 **Par 3**



Avoid overshooting in the hopes of clearing the first bunker at the foot of the hill—another bunker lies beyond the sloping green.



KOOPA PARK



Home of the Koopa Cup

If you score 50 points in Tournament Mode, you'll unlock the second course, Koopa Park, an intermediate greenbelt where the fairways are narrower and the greens are more elusive than those in the Toad Highlands. Even worse, water hazards drench many of the courses, so take your best swing or risk taking a dunk.

Hole 6 **Par 5**



After your first shot, aim for the fairway rather than taking the risk of launching your ball over the hill and through the trees.

Hole 8 **Par 4**



Aim well past the hole. With the extra power, your ball will have the momentum to roll up to the cup rather than off the cliff.

Hole 11 **Par 4**



If you miss the narrow, zigzagging fairway and get tangled in the rough behind the trees, bail yourself out with some backspin.

Hole 14 **Par 4**



It's easier to sink the uphill putt on hole 14 than the downhill putt, so aim your shot in front of the hole instead of behind it.

Hole 15 **Par 4**



Aim for the fairway's right edge so your ball lands in front of the pond. On your second shot, you'll have a clear path to the green.

Hole 16 **Par 4**



Reaching the green requires no special tricks, but putting to the hole will. Use careful putts to conquer the uneven and wavy ground.

SHY GUY DESERT



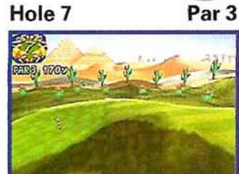
Home of the Shy Guy International

After racking up 300 points in Tournament Mode, you'll win access to the third course, Shy Guy Desert. Unlike Koopa Park, the Desert is as dry as a bone, and what it lacks in water hazards, it makes up for in sand traps. Bunkers aplenty abound in the wasteland, so chances are your sand wedge will get a workout.

Hole 4 Par 4

Consider the wind and the power of your character's swing when taking your first shot to avoid driving your ball into the valley.

Hole 7 Par 3



When driving to and hitting on the green, practice restraint, since overpowered shots can land you in the green's backyard bunker.

Hole 9 Par 4



Precision is more crucial the closer you get to the green. On hole 9, bunkers increasingly tighten the fairway farther down the line.

Hole 14 Par 5



If you land in the large bunker, work on pitching your ball out of the sand rather than hopelessly trying to drive toward the hole.

Hole 17 Par 5



If you have the power, drive the ball to the tiny island on the left of the course where you'll have a chance at scoring an albatross.

Hole 18 Par 4



Pay close attention to the wind, since you'll want to land on the center of the fairway on every shot to clear the sand traps.

YOSHI'S ISLAND



Home of the Yoshi Championship

With a whopping 1,000 Tournament points, you can unlock Yoshi's Island. Tee-offs to and from mountaintops highlight the jungle region, while trees and water hazards add to the difficulty. And if you're easily startled, turn down the volume since the Island's occasional chimp yelps could break your concentration.

Hole 4 Par 5



It's all uphill from here. Every shot will need an extra boost to help it up the steep course, so overshoot your targets.

Hole 6 Par 3



Aim high and drive as far as you can. The plateau is much higher than the tee and the green is encircled by a downhill slope.

Hole 7 Par 5



Hole 7 sends you swinging from riverbank to riverbank. On your third shot, swing with a powerful backspin to clear the river.

Hole 10 Par 4



Hit your first shot over the hill on the right to land on the fairway behind it, then arc your shot over the second hill to the green.

Hole 14 Par 4



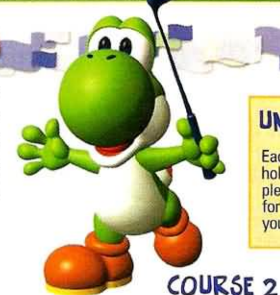
Hit your ball toward the bunker. If your ball lands too far to the right, you'll have trouble hooking your shot around the mountain.

Hole 16 Par 4



Even if you land in the rough, it's better than landing in the valley, so avoid shooting for a spot that's close to a mesa's edge.

LORD OF THE RINGS



Ring Golf will bring out the sharpshooter in you, since it requires you to hit your ball through target hoops while also finishing on par or better. To stay on target, add spin and use the white trajectory line that pulses from your ball to gauge your shots.

UNLOCKING THE RINGS

Each Ring course features six holes. For every hole you complete, you'll earn a star, and for every four stars you earn, you'll unlock a new course.

Course 2	4 stars
Course 3	8 stars
Course 4	12 stars
Course 5	16 stars
Course 6	20 stars

COURSE 1

Creek Crossing
Par 4
2 Rings

Aim for the shore by the rings, then hit your ball over the river. On your third shot, add backspin to lob your ball into the rings and onto the green.

Every Which Way!
Par 4
2 Rings



Use an iron or backspin to pitch your ball through the first ring, then wield your power swing to pitch your ball through the second ring.

COURSE 2

Power past the Pond!
Par 4
1 Ring



Hit your first shot toward the bunker and the rough at the rim of the lake, then swing with backspin to launch your ball into the hoop.

Arches Here and There
Par 5
3 Rings



Clear the second ring so your ball stops rolling near the pond's edge—there it will be in line with the third ring and very near the green.

COURSE 3

Pyramid Ring
Par 4
1 Ring

Apply power and backspin, then select the iron that has a trajectory line that can touch the ring while your targeting grid is still within bounds.

Center of the Bull's-eye
Par 4
2 Rings



Since getting out of a sand trap is manageable, place your targeting grid on the bunker to sink your ball through all three rings.

Shoot for the Stones
Par 4
1 Ring



If you blanket the mountainside with your grid so that it appears right behind the hoop, your shot will go through it and bounce back on course.

Sand Dune Summit
Par 5
2 Rings



After you clear the ring, you'll probably land in the sand with a mountain blocking your view of the hole. Right sidespin should get it around the bend.

COURSE 4

Scraping the Cliff
Par 4
2 Rings

Use backspin to lift your ball up and through the cliffside rings. If your ball bounces off the cliff on its way down, it should bypass the rough.

Drop into the Valley!
Par 4
1 Ring



Choose an iron, place the targeting grid directly below the stack of rings, then lob your ball up as high as possible to drain it through the hoops.

Arches in the Hills
Par 4
3 Rings



Don't worry if your ball rolls through a ring but stops short of the others. Clear them on your way to the green while using power to reach the fairway.

Zig and Zag
Par 5
3 Rings



The final ring is the trickiest, since you'll need both distance and height. To achieve both, use power and add some backspin to reach the other shore.

PUTTERING AROUND

In Minigolf, you'll play on ramps that form letters and numbers. More like billiards than golf, the putter courses require you to use bank shots to ricochet your shot into the cup. And if all else fails, use a power putt to bounce a 200-foot shot through the green in the hopes that your wildly bouncing ball will run out of steam near the hole.







LUIGI'S GARDEN

Hole 2 Par 3



Face the right side of the 2's hook and try to skim by its inside top curve. While using a power putt, swing when your meter nears 160 feet.

Hole 5 Par 3



Turn left and hit the ball parallel to the top of the 5. If you swing with 120 feet worth of power, the ball will roll off the ramp and into the hole.

Hole 8 Par 3



Aim for a sidewall and position your grid so that it's almost in line with the floor tiles but angling slightly to the left, then hit a 140-foot shot.

Hole 11 Par 3



To score a hole-in-one or at least come close, use the same strategy as the 8 hole, but putt with around 100 feet of force instead.

Hole 12 Par 3



With the launch ramp to your left, fire off a shot parallel to the top of the C. The maximum force of a 200-foot shot will carry it to the hole.

Hole 14 Par 3



Face the left side of the E (its vertical trunk), then position yourself so your 160-foot shot will barely clip the wall to your left.

PEACH'S CASTLE

Hole 2 Par 3



Bounce a 200-foot shot off the left wall of the K. If the angle is correct, the shot will ricochet straight down the arm that contains the hole.

Hole 4 Par 3



Strike your ball with around 125 to 150 feet of power to bounce your ball against the top of the M so that it banks down the runway to the cup.

Hole 11 Par 3



Pivot several degrees to the right of your original starting position, then power putt a 150-foot or so shot to sink it into the T cup.

Hole 14 Par 3



Bank a 175-foot shot off the bottom left of the W. The wavy runway where the cup sits is tricky, since it can affect your ball's speed and approach.

Hole 17 Par 3



Putt a 200-foot shot once you've carefully aimed your ball at the top of the Z. If your angle is wrong, your ball could launch out of bounds.

Hole 18 Par 3



Do an about-face, then line up your grid with the floor tiles. By hitting at least a 180-foot shot, you'll reach the island where the hole is.

THE NINTENDO POWER INVITATIONAL

NOW THAT YOU'VE LEARNED THE TRICKS, PUT YOUR GOLF SKILLS TO THE TEST IN NP'S EXCLUSIVE TOURNAMENT. IT'S ALREADY PROGRAMMED INTO YOUR GAME— JUST ENTER THE SPECIAL CODE TO PLAY!

WIN!

THE NP MARIO CUP

Follow the instructions to the right to enable the special tournament mode in Mario Golf, then take your best swings through 18 holes. At the end of the tournament, photograph the Results Password screen that shows how well you did. Winners will be judged on the best score. In the event of a tie, winners will then be judged on their times and the characters they used. Golfers with shorter drives are more challenging to use and will be rated higher in the judging, so you may want to use Plum instead of Yoshi. If scores are still tied, winners will be judged based on time, so play quickly as well as carefully.

NINTENDO POWER
NP MARIO CUP
P.O. BOX 3580
REDMOND, WA 98073-3580

GRAND PRIZE

THE BEST GOLFER WILL WIN A MARIO TROPHY, GAME BOY COLOR AND MARIO GOLF FOR GAME BOY COLOR.

1 GRAND PRIZE
NP MARIO CUP



5 RUNNERS-UP PRIZES
The five next best golfers will each win a Game Boy Color and Mario Golf for Game Boy Color.



10 THIRD PLACE PRIZES
Ten third place winners will win a set of Nintendo golf balls.



To access the special tournament, go to the Main Menu, then press and hold the L and R Buttons on your Controller while selecting Clubhouse.



Select the Code Entry Option, then type in KPXWN9N3 as your Password. When you finish the tournament, photograph the unique Results Password you receive.



Enter as often as you like. To better your score, play under par using a golfer who has a short drive and play through all 18 holes as quickly as possible.

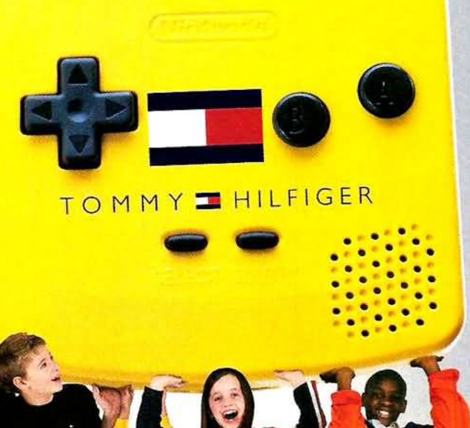
Official Rules: No purchase necessary. Only U.S./Canadian residents (excluding Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, take a picture of your Results Password screen, then print your name, address, telephone number, and "NP Mario Cup" on the back of the photo and mail the entry to this address: NINTENDO POWER, NP MARIO CUP, P.O. BOX 3580, REDMOND, WA 98073-3580. Enter as often as you wish. Entries must be received by 9/1/1999. NOA is not responsible for: (a) unclear photos, late, lost, illegible, misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 9/15/1999, winners will be determined based on the game data contained in their Results Password with judging criteria favoring the best overall score, a short playing time, and the characters who have shorter drives. NOA will attempt to notify winners by mail by 10/15/1999. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 9/30/1999) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Grand Prize: A Mario Golf trophy, a Game Boy Color and Mario Golf for Game Boy Color. Approximate retail value (ARV): $100.00. Second Prize: Five (5) entrants will each win a Game Boy Color and Mario Golf for Game Boy Color. Approximate retail value (ARV): $50.00. Third Prize: Ten (10) entrants will each win a Nintendo golf ball set. Approximate retail value (ARV): $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. All sweepstakes materials are Copyright 1999 by NOA.

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Limit one per family. Game Boy® shown here not actual size.

In-Fisherman™ The World's Authority on Freshwater Fishing

Bass Hunter 64™

You could wake up at 4:30 a.m., dig worms, bail ice-cold water from the dinghy, row out and wait six hours for a bite. Getting hooked on Bass Hunter 64 is a much better idea.

GONE FISHIN'

Finally, there's a way to fish from your couch without shredding the drapes and putting the family pets in danger. Bass Hunter 64 is a realistic fishing sim that'll require that you get inside the finicky mind of the bass and outwit it with superior gear and finesse. Your cyber-equipment is just as diverse as a grizzled fisherman's tackle box, and you'll have to master every bit of it if you hope to land the big one!

HIT THE LAKE

Whether you want a casual day on the lake or are ready to go head-to-head with a boatload of pro anglers, you're going to have to deal with everything true fishermen do. Weather, water temperature and the life cycle of the fish themselves are just a few of the factors that affect your fishing, and if you don't take each into account you'll be in for a mighty long day of reeling in nothing. The topographic maps of each lake will help you navigate.





LAKE INFORMATION / LAKE ARTHUR / DUTCH HOLLOW / POST SPAWN / FOUL WEATHER / RECENTLY FOUL / WATER CONDITIONS DARK & COOL / DONE / RESETS DEFAULTS

When you're fishing in a tournament, you won't have any control over the fishing conditions, but if you just want to fish for fun, you'll have free rein. Pick the lake, the season and even the recent and current weather conditions for the ideal chance to haul in some whoppers.

FISHING GEAR

What's in your boat is just as important as what's in the lake, and it won't mater if there's a feeding frenzy of bass right under your bow if you don't have the right stuff to tempt them with. As you earn points in tournaments you'll be able to buy better rods and reels, more diverse lures and even a better boat to assist you in making all your fish stories come true.

In the Tackle Box



Top water lures bounce along the water's surface, creating enough noise and action to convince bass that they're worth biting. Optimally used when there isn't very much light, poppers are best reeled in with flicks of the rod to imply injured prey.



Crank bait lures flutter beneath the surface, imitating the motion of minnows and crawfish. Retrieve them at any depth by slowly reeling once you hit the appropriate water level. The lure's built-in vibration will help attract fish in murky water conditions.



Got a stubborn lunker that won't budge from its nest of weeds? Toss a jig next to its hideout and be patient. Jigs sink to the bottom and are meant to be worked vertically, so jerk them up and then allow them to settle. Bass generally strike as the lure drifts down.



If they're hungry, bass will strike at all kinds of things besides baitfish. Worms, salamanders and even small rodents are potential prey under the right conditions. Soft plastic lures lend a lifelike motion to the swimming action as they undulate with the current.

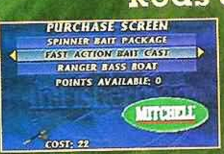


A good all-around lure, the spinner works well under any conditions. You'll get the best results by casting long and bringing the lure in with a jerky retrieval. The lure will jump a lot on its own, and the more action you use on the rod, the more fish will like it.



Buzz baits are ideal for attracting active bass, but you have to retrieve them quickly to keep them on the water's surface. The splashing and noise they create can bring bass in from far away, but be quick setting your hook because it'll be a fast strike.

Rods & Reels



There are nice packages available if you've got the means. Most of the other rods and reels out there will give you a specific advantage. Extra options will let you build up your accuracy or switch between finesse and power, so invest in them as soon as you can.

Boats



The boat you start with is relatively slow and clunky, but the Ranger Bass boat is a work of art. Sporting a powerful engine and a flat hull designed for floating into shallow areas, this boat's so quiet it can get you right on top of the fish without freaking them out.

GETTING BITES

Fishing is much more like trapping than hunting, because you can't just find a fish then try to shoot it. You must convince fish to chomp down on what you're offering, and if you can't entice them to hit your lures you'll never even get the chance to try to haul them in. Any fisherman will tell you that you must understand your quarry if you mean to capture it.

Favorite Foods



Crawdads are the natural food base of bass under ordinary lake conditions, so they're a good option under most circumstances. Looks good, doesn't it?



The fish won't strike if it looks like a crawdad but swims too fast. Bass can't resist easy prey, so jerk the line to make the crawdad look injured.

Reflex Action



Like other creatures, bass have a tendency to protect their personal space. Bump your lure off the bottom and other structures to get the fish to lash out.



Always keep in mind what season it currently is. Early in the summer, the bass will be younger and much smaller, so using a huge lure would be a big mistake.

Fish Feelings



Fish are moody like any other creatures, and if you understand them you'll have an advantage. Try many different lures in a school of fish to see which works.



If one fish strikes at your lure, chances are that others will get excited and begin hitting the same lure. Once you get a strike, keep casting into the school.

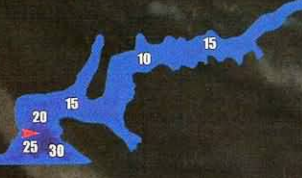
LAKE ARTHUR

Lake Arthur is the first lake you'll fish when you play a tournament, and you should familiarize yourself with its hot spots as early as possible. The water rarely reaches depths of more than 20 feet.

Hidden River



Dutch Hollow



Shannon Run



START: ►

Weather



A beautiful day for humans surely doesn't translate into a beautiful day for bass. When it's totally clear, the fish feel exposed, so look for them to lurk under logs and other structures.



Likewise, when the day is overcast, the dimmer light will make bass much more comfortable. They'll be more likely to venture out into open areas if there are a couple clouds around.



Wet weather is optimal for fishing. Not only does the lighting put the fish at ease, but bass will also congregate near feeder streams as the runoff stimulates the lake food chain.



If it has dumped rain in the last day or so, the surface water temperature will be markedly lower than usual. Look for bass to head for the deeper parts of the lake in search of heat.

Water Conditions



When it's chilly, the fish are bound to be less active as they try to conserve warmth. Retrieve your line slowly or they won't bother to motivate and check it out.



On the other hand, if it's toasty warm in the lake, bass will head for heavy weeds and areas with lots of shade. Look for them near stumps and docks and hovering near the shoreline.



You can break out all of your outrageous lures when the water's muddy. Pick something with vibrant, flashy colors that bass can spot through the murk, and jerk the line often.

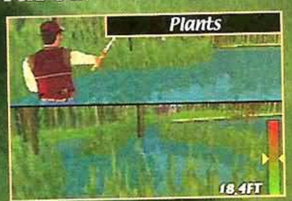


When the water's crystal clear, the fish aren't going to be easily fooled. You'll need to use good imitation lures with natural colors that will fool even the sharpest bass eyes.

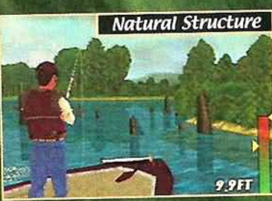
Structures



Areas where deadfalls have swept logs and brush into the water make perfect hiding places for elusive bass. Head straight for these areas when there isn't a cloud in the sky.



Long weeds and lily pads provide precious shade for bass in warm and clear weather. Females will quite often make their nests in weed beds, so troll for them often during spawning season.



Stumps that stick out of the water and points of land that jut out will frequently yield bass for the same reason that logs and plants do. The constant shade makes them feel safe.



Docks or bridges not only provide shade, they also offer a vertical wall for fish to hover near. As with stumps and shore dropoffs, the presence of a vertical structure is calming.

Seasons



In the springtime, look for the sun exposure to drive the fish to the northwest corner of the lake. As the water warms up, they will also migrate from deeper water to the shallows.



Summer is the time for outdoor picnics, and there's nothing like a minnow to stir up the appetite of a bass. Run these on or just below the surface to attract some fishy attention.



When summer is at its hottest, bass will head for deep water or for the shade of reeds and water structures. Drag lures along the bottom of deeper lake areas to scare up the big bass.



As summer fades and the food supply dwindles, bass will start looking for food more aggressively. They'll be much more likely to hit a big, loud crank lure as the leaves start to fall.

BUTLER CHAIN

The second chain of lakes in the fishing circuit is farther south—you'll find clearer water and much deeper sections in the Butler Chain. Chances are, you'll catch bigger bass here than in Lake Arthur.

Lake Butler



Lake Palmer



Lake Chase



START: ►

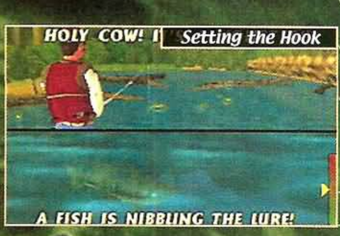
MASTER THE ART

Ask the pros, and they'll tell you that there's no set way to catch bass. Bass Hunter 64 is infused with all of the little nuances of real fish, from their instinctual tendencies to their often stubborn refusal to bite at a perfectly cast lure. If you want to master the art of bass hunting, you'll need patience, luck, good equipment and all the skills you can acquire.





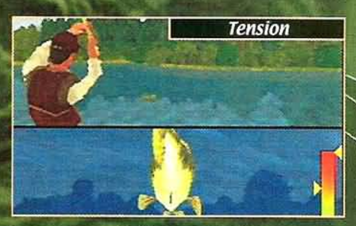
Besides having an awesome name, the jig & pig works because the pork trailer may smell good enough to bite. You might gain an extra second to set the hook while the bass enjoys the taste.



If a fish nibbles at the line, make sure it's facing away from you before you pull on the rod and press A to set the hook. If the fish is facing you, you may pull the lure from its mouth.



Bass aren't happy when they're on the line, and they'll try anything to free themselves of the hook. When a fish breaks the water's surface, pull back to keep the line as tight as you can.



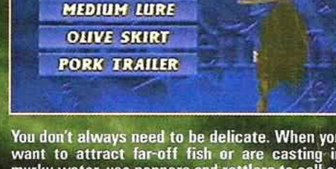
Once you get a big lunker on the line, you'll need to play it with skill to avoid snapping your line. Adjust the drag to keep it below the breaking point, and let it run until it's tired.

Predators

SOFT PLASTICS
LIZARD
TEXAS RIG
LARGE LURE
GREEN COLOR

Besides crawdads and minnows, be sure to occasionally throw in other creatures that bass like to snack on. Worm, salamander and mouse lures may bring you the biggest bass of all.





You don't always need to be delicate. When you want to attract far-off fish or are casting in murky water, use poppers and rattlers to call as much attention to the lure as possible.





As if you didn't have enough to think about, you can also tailor your cast to each situation. Use a sidearm cast for a splashless presentation and an overhand cast for precision.



Don't forget man-made structures like docks on sunny days. When the light is bright, bass will head for the cool shade underneath the docks, so try your best to cast beneath them.




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For at least five seconds, place and hold your thumb on the heat sensitive window on the game piece to determine if you are a potential winner, subject to verification. Winning game pieces will reveal a message that indicates the prize level and description of prize. Potential winning game pieces are subject to verification. Non-winning game pieces will reveal a message that reads "Sorry, Try Again". If your game piece indicates that you are a winner, legibly print your name, address, date of birth and daytime phone number on the game piece where indicated and sign your name in ballpoint pen on the game piece. GRAND, FIRST, SECOND and THIRD PRIZE WINNERS: mail potentially winning game piece to: Escape To Color Prize Claim, P.O. Box 1176, Maple Plain, MN, 55593-1176. Grand Prize game piece must be mailed via certified mail; First, Second, and Third Prize game pieces may be mailed via regular mail. Make a copy of game piece for your records; however, only original game piece will be accepted for verification. All prize claims must be received no later than March 2, 2000, and must be mailed separately to be eligible for prizes. Upon verification, winners will be notified by mail within 6-8 weeks. If won by minor, prize may be awarded in the name of parent or legal guardian on behalf of the minor. 3. Verification. Prize claims are subject to verification by Gage Marketing Group, an independent judging organization, whose decisions are final and binding in all matters relating to this game. If any prize or prize notification is returned as undeliverable, such prize will be forfeited. No copies or reproductions of game pieces accepted. Neither Keebler Company, nor any of its subsidiaries, affiliates or agencies are responsible for lost, late, damaged, delayed, misdirected, incomplete or illegible requests, prize claims, or postage-due mail. 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First: (50) Includes: (1)Game Boy® Color system, one (1) Super Mario Bros.® Deluxe game cartridge, one (1) Game Boy® Carrying Case. ARV $118.90 each. Odds 1:373,460. Second: (1000) Color Changing T-Shirt. ARV $14.95 each. Odds 1:18,673. Third: (10,000) Free Product Coupon redeemable at participating stores offering Keebler products. Coupons must be redeemed strictly in accordance with terms and conditions of use and must be redeemed no later than December 31, 2000. ARV $3.39 each. Odds 1:1,868. Total ARV of all Prizes: $59,979. 6. General. 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ARMY MEN™ SARGE'S HEROES™

STRAP ON YOUR HELMET! SHINE THOSE BOOTS! 3DO MELTS YOU DOWN TO PLASTIC-SOLDIER SIZE FOR THE CLASSIC CONFLICT BETWEEN GREEN AND TAN--SOON TO BE FOUND IN A BATHROOM AND BACKYARD NEAR YOU.

WE SENT OUR SOURCE TO THE FRONTLINE

BattleTanx was an explosive hit in 1998, and now 3DO brings out its next big gun, Army Men: Sarge's Heroes, which continues the toy soldier Army Men series that took to the classic battlefield on PC. But on the N64, the battle gets even more intense and weird. We follow the war into the land of brand-name groceries, gigantic shoes, bathroom hazards and hungry insects. Our war correspondent, Shel Shocked, will report the full story—as soon as he can pick the plastic shrapnel from his teeth.



PLASTRO MAYHEM HEATS UP!

Shel Shocked, War Correspondent, here with the latest atrocities from the Plastro Wars. It looks like General Plastro, that villainous megalomaniac behind the Tan Army aggression, won't stop until he's seen the last of the Green Army. Plastro has made nearly all of the Plastic World peoples into rare colors. But the Greens have always been able to push back Tan attacks. Now the Green virtues of Truth, Justice and Honor may well melt away forever. Plastro has tipped the balance in the Tan favor.

STRANGE PORTALS GIVE GREENS GRIEF

We've had reports from Green Army units that General Plastro has new weapons—bizarre weapons, the likes of which far surpass Green understanding. He's melting down troops with a giant magnifying glass. Some of the molten men are being drip-fed into a horrible "Crawly Critter" machine that presses their patriotic plastic into spiders that fight against their own people. Furthermore, the madman has control of a fierce robot that blitzkriegs to the name V-Bot. They've all been brought into the Plastic World using mysterious blue Portals that connect this world to another dimension, where everything is gigantic and where common household items dwarf our people. There Plastro has seized land and set up camp in a huge house and its backyard. Towering boxes of cereal, goliath bottles of shampoo and mammoth Christmas presents are part of the war-torn Tan landscape. Plastro is making even more wicked plans to tip the balance of power. His allies there include ants and cockroaches as big as soldiers and a vicious dog called Precious the Poodle that would require twenty tanks to take down to the ground.

> "I love the smell of burning plastic in the morning!"
> —General Plastro, Tan Army

SARGE AND HIS COMMANDOS TO FRY PLASTRO'S PLANS

One of the Green Army's top men, Sarge, has led his Bravo Company Commandos in to gut the Tan plans. He's got a highly-trained soldier with him for every purpose—bazooka blasting, minesweeping, flamethrower handling, mortar firing, M-60 machine gunning—and together they'll rip the treads out of Plastro's tactics. If they can't put an end to Plastro's ambitions now, the days of tanks, helicopters and traditional weapons will be over. There must be a Green peace, or there will only be Greens in pieces.



3DO DISPATCHES

To cover this war story from every angle, I got the scoop from the developers at 3DO. If they have anything to say about it, this is going to be one serious battle.

Where did you get the inspiration for Sarge's Heroes?

Instead of researching massive amounts of military and tactical data for Army Men: Sarge's Heroes, we decided to do something entirely different. We closed our eyes and went back to our childhood. We remembered a time when we spent many magical hours on the living room floor or in the backyard, waging giant battles with toy soldiers. This game will rejuvenate those memories for young and old alike. —Michael Mendheim, Creative Director

How will sound be used to wage this war?

3-D audio will bring our "sounds of war" to life. Players will hear bazooka shells whizzing past their heads. And when a tank is approaching from the rear, let's just say that they'll get their advance warning. This feature is something just getting tapped into on the N64. —Andre Emerson, Producer

Why have you chosen to animate combat movements, rather than using motion capture techniques?

When you give an animator the freedom to create an animation by hand, you end up with an interpretation of their reality, which, with its exaggerated motion and personality, is ultimately more real. —Dan Geisler, Technical Lead

COMMANDOS WITH CHARACTER



If anyone can take on Plastro, it's the sharp-minded soldiers in Sarge's Bravo Company. All these guys can strike the classic army men poses taught them—bazooka guy, minesweeper, flamethrower, mortarman, M-60 gunner—but they all go way beyond basic training. They've got style all their own. Take the smooth shooter Riff, for instance. That soldier was recycled from guitar picks discarded at a jazz club, and Riff always keeps that easy vibe around him, playing his Bazooka with the ease of a saxophone, hitting all the right notes. It's no wonder that he's Sarge's best friend. All these commandos have personality—they're not your usual buzz-cut crew.



Crazy is part of the job

The flamethrower commando, Scorch, has a sad story, but you'd never know if from his manic grin. He once saw his regiment melted down by fire right before his eyes, but instead of developing an aversion to fire, he became addicted to it. Then there's Hoover, the gangly minesweeper with steeled concentration. And there's Shrap, the mortar-man who still has the nerves to surf. And finally there's Thick, the M-60 machine gunner, built like a tank. He's not the smartest soldier in the Green Army, but he's by far the biggest, and he knows his weapon.

> "I've seen it all. Gritty sandbox battles, icy driveways and magnifying glasses held by cruel titans."
> —-Sarge, Green Army

All isn't fair in love and war

One more name has been making itself heard around the Green Army. That's Vikki Grimm, one of the top reporters for the Green Army newspaper, *Green Star News*. This tough woman is the only daughter of Colonel Grimm, the master tactician of the Green Army and Sarge's mentor. (But he might soon be Sarge's father-in-law. It's no secret that there's big chemistry between Sarge and the emerald beauty.) You know she'll be getting to the heart of the latest atrocities in the Plastro Wars, and there's no doubt that her ingenuity will somehow get her through the Portals. Then Sarge might have extra reason to slam Plastro—rumor has it that the Tan megalomaniac is looking for a bride.

HOOVER

SHRAP

3DO DISPATCHES



What drives the fighting spirit underneath Sarge's thick helmet?

Sarge has a strong drive to lead his men in the war against the merciless Tan Army because, as a young man, he saw his dad turned to goo by their attacks. Sarge vowed that he would avenge his death. He is highly respected by his squadron and by Colonel Grimm. Although Sarge is tough around his men, he's soft around Vikki. – **Michael Mendheim, Creative Director**







PEACE WALKS, AMMO TALKS

ARMY MEN SARGE'S HEROES

The Greens want nothing more than peace, but when peace talks break down, the military weapons come out loaded. Plastro never talks. He only gloats, so the Green Army has never felt remorse defending the Green way of life with its weapons. And no one looks more heroic bearing a back-breaking load of weapons than Sarge. Machine gun, flamethrower, bazooka, mortar and much more—the commander of the commandos can carry more than his fair share.


MORTER


BAZOOKA


FLAMETHROWER



SNIPER


M-16

SARGE IN ACTION

As a war correspondent, I've always known better than to get too close to my stories. I don't want my name to appear in the obituaries instead of on a byline. Sarge is no exception, but I've photographed many heroic images of him in action: The mighty Sarge, scaling a building with his M-60 to take out a whole frontline. An efficient Sarge, blasting Flamethrower spew at team of Tan soldiers bearing down on him. A stealthy Sarge, picking off Tans from a distance with the Sniper Rifle. Sarge with the Bazooka, blasting Tan helicopters out of the sky; with the Mortar, blowing apart a Tan encampment; with his Grenades, stopping a Tan tank in its tracks. Every worker needs his tools and Sarge is always equipped to take on the Tan Army, one soldier at a time.

"I believe in peace. I have the full support of other nations. They have no choice— I conquered them."
—-General Plastro, Tan Army

TOO MANY TANS, TOO LITTLE AMMO

Unfortunately, Sarge doesn't have unlimited amounts of ammo during his missions. It would only bog him down too much. He might have the strength of an ox, able to lug around all those weapons, but even heroes have their limits. Sarge needs to stop often to replenish his ammo. It's standard operating procedure for Sarge to search for more bullets, mortar shells and mines to plant by running into encampment buildings, racing into the thick of the enemy soldiers and picking over every back path.

IN SARGE'S SIGHTS

Sarge is always ready to go after his Tan targets whatever way he can, though his Auto-Aiming ability makes reaching his targets quick work. He can also use more focused means. With the Grenades and Mortar, he visualizes a target arrow in the distance that he moves around his line of vision. When the arrow points at his foe, whether it's a tank or a Tan soldier, he launches his explosive, which unerringly hits its mark. With the Sniper Rifle, he uses the old-fashioned scope; with all other weapons, Sarge can stop in his tracks and eyeball the shot more carefully than he can on the run. When gunfire is whizzing by and explosions are ripping apart the ground, Sarge keeps his eye on the prize. Nerves of steel are essential.



3DO DISPATCHES

How will the Rumble Pak keep the war experience explosive?

The Rumble Pak is used when bullets or explosions hit you. We've choreographed the Rumble Pak with different events much more than the standard rumble-on, rumble-off, that other games use.
– Dan Geisler, Technical Lead

Are there cheat codes in the works for Sarge's Heroes?

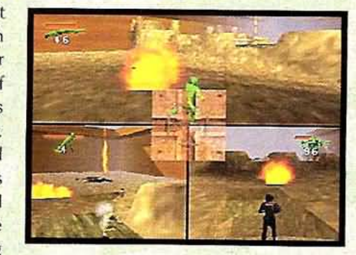
We have a really cool T2 tin-soldier effect that is unlike anything I have seen on any console system. We may allow you to play as this character or have the enemies feature this technology with a cheat code. We may allow you to play through the campaign as different squad members, Vikki, Col. Grimm or Plastro. Of course the cinema scenes would then have to be locked out. We can't have Vikki rescuing Vikki, can we?
– Andre Emerson, Producer

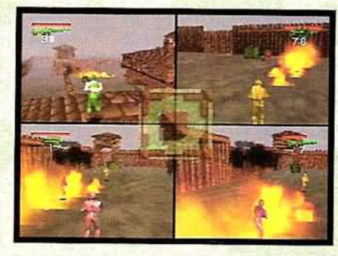
How did you give all the soldiers that realistic plastic gleam?

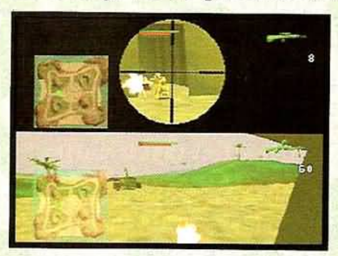
The N64's 3-D display technology has allowed us to mathematically approximate the effects of light reflecting on a plastic material surface, an effect we call "Plastosheen," which coats all the characters, vehicles and weapons.
–Dan Geisler, Technical Lead

WAR EXERCISE WORKOUT

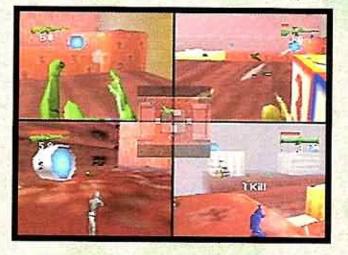
Sarge and his crew keep their bodies fit and their minds sharp for combat with fierce war training exercises. Up to four soldiers can charge through two kinds of war exercises. Playmode War pits soldiers in an out-and-out assault on one another. They've got to forage for weapons and ammo while always watching their backs for incoming grenades, sniper-fire and flamethrower blasts, and Playmode Capture adds the challenge of capturing the other players' flags. But the Green Army is serious about war simulation and stages its war games on eight battle arenas. Four are classic Plastic World war terrains: Island, Base, Town and Fort Plastro. But four more go into the giant house and backyard: the Living Room, where a fall from the couch can be fatal; the Sandcastle, in which the walls block out the sun; the Bathroom, where the toilet looms large; and the Kitchen, where groceries provide cover during full-on assaults. Throughout the multiplayer exercises, Sarge, members of Bravo Company, Vikki, Colonel Grimm and even Plastro tough it out on the war terrains. Though each can use every weapon, these troopers are best using their own weapons and cutting classic poses of military might and destructive style.







"I wail some cool Bazooka blues against my enemies. It'll be a long time before I ever miss my target."
—-Riff, Green Army





Many thanks to 3DO's Michael Mendheim for Army Men character detail and background history.



3DO DISPATCHES

How did you prefer to mangle your toy army men when you were a kid?

I was a big fan of the classics: You just can't beat reducing a lowly radio guy to a smoldering blob with a magnifying glass. I've got to side with Plastro on this one. I love the smell of burnt plastic in the morning. —**Dan Geisler, Technical Lead**

Is it true that army men have invaded 3DO?

There are more plastic army men littered around our office than you could imagine. It's at the point of being ridiculous. You sit on them. You find them in the coffee cups. You even have them randomly tossed at you over your cubicle wall. I spent a half-hour recently picking them out of the wheels in my chair. I got tired of hearing that grinding plastic sound and not being able to roll around my office. —**Andre Emerson, Producer**

THE FUTURE OF WAR

The latest war game from 3DO goes deep into the lives of these little guys. From the Plastosheen that makes their green skin shine to the full detail behind Bravo Company, 3DO looks like it has an explosive title on its hands for both adults reliving their childhoods and kids playing with plastic army soldiers for the first time at least army men won't melt.

2002
2001
1984
1983
1982
1981
1980
1969

MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

The Entertainment Software Rating Board has given this game a Mature (M) rating. This game is suitable for persons 17 and older. It contains intense violence, mature language and suggestive themes.

DUKE NUKEM ZER:Ø H:ØUR

THE FAST-PACED, HEART-POUNDING SEQUEL TO DUKE NUKEM 64 GOES FAR BEYOND THE FIRST WITH 21 TIME-TRAVELING LEVELS, SMART GRAPHICS AND SMART-ALECK COMMENTS THAT PROVE THAT DUKE IS STILL THE KING, BABY!



Duke Nukem first arrived on the N64 in 1997, but what a difference two years can make. GT Interactive returns with Zero Hour, a third-person action shooter that cranks up the volume on violence and adult content, earning every decibel of its M Rating. This time, Duke goes deep into an alien plot to destroy earth by changing its history. Stay close as we follow Duke through space, time and even the Titanic with our quick walkthrough.





NEW YORK: PRESENT AND FUTURE

Aliens make New York first on their hit list, and you must defend the city from their attacks. Meanwhile, their plan to change earth's history succeeds, also changing New York's future, which you must also travel to—though it's rotten to the core.



MEAN STREETS

In the present day, New York is swarming with the alien Lizard Enforcers and Pig Cops—humans that the aliens have mutated into man-swine. You must fight through the streets to the alien encampment at the Statue of Liberty.

FIND THE TRANSTEK KEY





Make a stop in Duke Burger, where soldiers will give you the Transtek electrical substation key and direct you back to the parking lot where you started. Near there, a fence that previously blocked your way will be blown down by a Duke-friendly tank.

POWER DOWN THE SUBSTATION




An alley just around the corner from the fence leads into a back square with ladders. Climb up to the thin brick ledge, which ends in a narrow opening leading into a second back alley area with more ladders. Climb these to the top of a tall building, where you'll find the electrical substation.

COLLECT THE TIME MACHINE PART



Once the substation is powered down, the subway gate across from Duke Burger will swing open. After you enter, find the narrow corridor at the back of the left subway car. It's filled with crates. Shoot one open to find the first Time Machine Part.

LOCATE THE ACCESS TUNNEL



By this time, the aliens have full control of the city surface, and the only way you can reach their Statue of Liberty base is through an underground access tunnel found at the end of the subway corridor. You'll know you've reached the tunnel entrance when you touch the floating gold Duke Nukem symbol.

LOOK FOR VENTILATION SHAFTS





Ventilation shafts can be used to reach new areas. Push B to crouch down in front of a wall vent cover, then shoot it open. You can then crawl through the shaft. For a floor cover, shoot it from a distance and peer down the vent before leaping in.

LIBERTY OR DEATH

The aliens are operating out of the Statue of Liberty's head. To get there, you must go deep under the monument, flood the service corridors with water, swim upward to a higher spot, and then take over an elevator.

FIND THE OVERFLOW CONTROL AREA KEY




Once inside the monument, you'll find a door marked "High Voltage." Inside is a room crackling with electricity. Inch up to the wall switch, which activates a nearby gate. Past the gate is a dimly-lit room where you'll find the Overflow Control Area Key.

ACQUIRE THE PUMPING STATION KEY




Unlock the Overflow Control Area gate to enter a series of water-filled chambers. One passage leads to an underwater propeller. Blast it and swim past to find the Pumping Station Key in a work room. That key will open Pumping Station 2, which you can use to flood a corridor blocked by flaming wreckage.

GET THE SERVICE ELEVATOR PASS



The service elevator takes you to the tourist area of the monument, but you'll need the Elevator Pass. Find it nearby in a room crawling with spidery Broodlings. Take them all out with the Radium Cyanide Launcher, but have your Gas Mask handy.

COLLECT THE TIME MACHINE PART




Before you head up to Lady Liberty's head via the elevators, take a detour into a nearby control room where you must turn off the elevator lockdown. Before you do, shoot out the room's vent cover to discover a secret area with a Time Machine Part.

DEACTIVATE THE ELEVATOR LOCKDOWN



To collect the Time Machine Part, you must drop to a lower level, where you'll be near the Service Elevator again. Watch out from above when you summon the elevator, then return to the control room. There you can finally deactivate the lockdown and take the tourist elevator up to a showdown and a surprise.

NUCLEAR WINTER

A time distortion transports you to the future, where New York lies in ruins. Contact whatever's left of your headquarters by finding three Power Cells and the beacon.

FIND POWER CELL ALPHA



Power Cell Alpha is in the subway station across from Duke Burger. To get there, fight through the building filled with Apocalypse Zombies to reach the streets beyond.

COLLECT THE TIME MACHINE PART



Far down the street from Duke Burger, a Time Machine Part is at a truck-blocked dead end. A Venom Gunship protects this area, but quick running will save your skin.

FIND POWER CELL BETA




Cross the toxic chasm near the Statue of Liberty by hopping across the wrecked vehicles. Once across you will soon find a second subway center which contains subway cars half-submerged in water. Hop them to reach a vent leading to a gigantic chamber with jutting pipes. Power Cell Beta is on the lower pipe.

FIND POWER CELL DELTA



Power Cell Delta is in the garage where your whole adventure began, but the future version is guarded by a Venom Gunship. After collecting the Power Cell, go to the building next to the distant N.Y.C. Municipal Parking Lot to find the beacon.

FALLOUT

You get your bearings only to find that a force field separates you from headquarters. You must shut down the field generator by infiltrating an alien base full of mind-altering Parapsyches and high-artillery defenses.

DISABLE FORCE FIELD




After reaching water-filled streets, find the submerged dead end with glowing blue posts. At the touch of a wall button, it will open up into an alien base filled with snipers. Blow up the field generator inside with a Grenade and run.

COLLECT THE TIME MACHINE PART




Back at the first water-filled street, the force field that blocked your path will now be gone. Battle through the apartment building beyond to reach the rooftops. One roof ladder leads back to the ground, where you'll find the Time Machine Part.

BLAST THE WALL CRACKS



Keep an eye out for jagged cracks in walls. A high-powered explosive like a Grenade or Pipe Bomb will often blast open the crack. The crack just before the end of this level leads to a chamber where you can pick up the rare Alien Freeze-Thrower weapon and an Atomic Health power-up.

UNDER SIEGE

You'll reach HQ and find that aliens have begun an attack on it. You must protect the base and rescue any survivors. But when an initial front-door approach fails, you'll have to get deep inside via an alternate route.

PROTECT THE BASE ENTRANCE




First, enter the main HQ tunnel, then run to the far end and open two massive doors to reach a Gorgon Turret ready to blast a third door. Destroy it to stop the fatal countdown. Avoid the crevice that drops deep into HQ.

USE THE ARMORY KEY




After you destroy the turret, the third door won't open, and you'll be directed to use a side elevator. It drops into a vehicle room where you'll find the Armory Key. A short detour into the Armory next door will reward you with the weapons and power-ups that should help you defeat Boss Hog on the next level.

COLLECT THE TIME MACHINE PART



At one end of the main underground corridor, there are two doors, one protected by a Tripbomb. Enter the one not protected to find a storage room with two snipers guarding a Time Machine Part. Taking them out is easiest with the .50 Sniper Rifle.

GRAB THE BMF THUNDERSTRIKE



The short hall leading into the Temporal Lab is booby-trapped with by a Tripbomb. Blast it with the .50 Sniper Rifle. The explosion will reveal a hole that leads to a Brood Mother guarding the BMF weapon. It's perfect for facing Boss Hog later.

POWER UP THE TEMPORAL LAB DOORS




Brave the poison-gas room to reach the Medical Lab. There, flip the switch to power up the Temporal Lab door controls. Return to the Temporal Lab area and use those controls to enter the main lab. Cross to the other side to face off against Boss Hog.

SNIPE OUT TRIPBOMBS



When you see a red beam stretching across a room and you're sure it's not coming from a sniper rifle, look for a Tripbomb pack stuck to a wall. If you cross the beam, the pack will explode. A precision shot from the .50 Sniper Rifle works best to trigger the explosion from a distance.

SEEK ATOMIC HEALTH



Atomic Health differs from the Medkit health boosters, which never heal you past 100 health units. Atomic Health will add 50 health units to your current status, no matter how much you already have. They are usually in hard-to-find places, such as behind ventilation shaft covers and in secret areas.



BOSS HOG

The superswine cyborg Boss Hog rumbles around an inner chamber on his tank treads. Destroy the high-artillery enemy to save headquarters from the alien invasion.

COOKING UP SOME HOG




If you stocked up on good weapons and lots of ammo in the previous level, taking out Boss Hogg should be easy. He fires off straight rockets constantly, so keep circling the room at all times. Explosives work best. A few shots from the BMF Thunderstrike will nearly destroy Boss Hog, and detonating a load of Pipe Bombs under him should finish the swine.

TRAVELING THROUGH TIME

After saving the base, you'll learn that the aliens have traveled back in time and changed history for the worse. Only HQ's own time experiments have saved them. Now you must travel back to restore history.

WORK WITH THE LOCAL WEAPONRY



You'll travel back to your first stop, the Old West, unarmed. Your weapons don't go back with you, unfortunately. Until HQ can figure out a way to send back your familiar Duke arsenal, you must use the dusty weapons of the Old West. Your weapons will change every time you travel to a new era.

THE OLD WEST: 1848

Not only have the aliens returned to the Old West to change history, but they have a secret plan to destroy the earth entirely while they're there. Before your days in the Old West are done, you'll go deep into the planet in search of a solution.



DRY TOWN

You begin your trip in a town ordered dry by Sheriff Ted Nindo (get it?) who has deserted this outpost of civilization and let violent aliens run amok. You must blow up the bank vault, where the alien plan is kept.

PLAY WITH THE SCENERY




From now on, be sure to walk up to objects and push B. Some are more than just scenery. On this level, one cannon will fire and blow apart a building wall, and a cash register will trigger an explosion, both revealing secret areas.

FIND THE PLUNGER DETONATOR



The Plunger Detonator is hidden on the top floor of the first saloon you come to. On your way up the saloon stairs, watch out for the Cowboy Grunt who throws dynamite. Once you have the Detonator, a covered wagon in the street will move, opening up a new path on the main street.

NAB THE HOTEL KEY



To find the Hotel Key, enter the Root Beer Dancing Girls building, which has a large stage and piano inside. Fight your way up the stairs to the second story, where you'll find the room with the Hotel Key in a corner between two wardrobes. Strafing into rooms will help you blast the upstairs aliens before they shoot you.

GET THE FUSE WIRE



Back on the first floor of the Root Beer building, a side hallway leads to the Hotel door, which will open if you have the Hotel Key. You'll reach the Hotel backyard, where the second piece of your bank-blowing device, the Fuse Wire, is lying in a corner. Use the nearby cannon to find a secret area.

LOCATE THE SALOON KEY




You want the key to the Miner '69er saloon, and you'll have to go to the Golddigger Saloon to find it. Enter the Golddigger from the back by going through the Stables. Then enter the back door and locate the Saloon Key in the cashier's room.

COLLECT TIME MACHINE PART



Once you have the Saloon Key, you'll be able to enter the Miner '69er. Battle upstairs and drop out a window to reach the backyard or take the shortcut by pushing B at the downstairs cash register to blow a hole in the wall. After you reach the backyard, go into a basement room to find the Time Machine Part.

GRAB TNT AND BLOW THE SAFE




Find the TNT in the Miner '69er backyard pond, then climb the nearby ladder to reach a new enclosed area. From there, walk through the Sheriff's station to reach the main road again. Backtrack a few blocks to find the Bank, its elevator and the safe.

JAIL BREAK

You discover that the secret alien plan is to detonate a bomb at the center of the earth, but you're thrown into a New Mexico jail for your bank-robbing activities and need to break out before you can save the world.

FIND HELP TO OPEN DOORS




After you break out of your cell, you'll encounter two doors. To open them, it'll take two people, one for each handle. Get help from a prisoner in Cell Block F, then more from a second one in Cell Block D. He'll help you enter the North Wing.

GET THE EAST WING KEY



In the North Wing, you can access a series of courtyards. A turret guards the first; a sniper, the second. Sneak by them using a secret area just inside the wing, then reach a third yard with two locked doors. There an open passage leads past marked doors. Inside Door 2 is the East Wing Key.

COLLECT THE TIME MACHINE PART



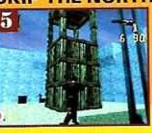
In the same hallway, Door 3 leads to a room with a Time Machine Part, but be ready for the Lizard Enforcer that stands on the other side of the door. Once you grab the part inside, three Sentry Drones will be released in the hallway. Use a few of your .50 Sniper Rifle shots to eliminate them.

FIND THE SOUTH WING KEY




Return to the third courtyard with the East Wing Key and unlock the East Wing door. Past it, you'll find a locked South Wing door and an open Mess Hall area. The South Wing Key is up in the Mess Hall booths, but so are three snipers. Snipe back at them.

SKIP THE NORTH WING KEY



Though you can find a North Wing Key in a turret in the South Wing, it allows you to shortcut back only to the North Wing, where you've already been. Unless you're searching for more secrets in the jail, continue along the South Wing to Cell Block H, where one of the cells leads to freedom.

SAVING BABES

Duke's a shining example of many things: courage, heroism and quick thinking. He's also the living embodiment of male chauvinism. In Duke's world, Babes must be saved, and they're always happy to show their thanks.

SEARCH EVERY NOOK AND CRANNY



Except for the boss areas, each of the levels has a number of Babes to locate—as few as two, or as many as 17 Babes. Some of them are along your main path. To find them all, you'll need to open lots of doors and search for many secret areas.

UP THE CREEK

Near the jail, you discover a paddle steamer that is being used to manufacture cyborgs. You must fight your way through the boat to find the teleportation pod, which will take you closer to the earth-bomb location.

FIND THE LEVEL-ONE PASS



After entering the main door at one end of the boat, you'll see a force field requiring a Level-One Security Pass. To find it, travel to the opposite end of the boat, passing through the kitchen and dining room, until you reach the entertainment stage area. The pass is on the upper balcony.

FIND THE LEVEL-TWO PASS



Shut off the Level-One force field and open the wall hatch. Through it, you'll find the Level-Four field you must return to later and a teleportation pod you should take to a cyborg-filled floor. You'll find the Level-Two Security Pass at the far end of the boat beside two more teleportation pods.

COLLECT THE TIME MACHINE PART



Return to the cabin area. Cyborgs will attack you, one of them blasting down a cabin wall. After eliminating the cyborgs, walk through the blast hole to enter the cabin, where the Time Machine Part lies on the floor beside a rug. Next to the room is the Level-Three force field. Deactivate it.

DEACTIVATE THE DEFENSE SYSTEM





Boarding the boat and crossing the decks will be difficult until you shut down the turret defense systems. Do this by moving along the riverbank to the teleportation pod. It will transport you into a room with a red button that will shut off the defenses.

GRAB THE BACKSTAGE KEY





Before returning to the Level-One force field, go back to the ladder leading up to the second deck. Move alongside the boat to find the Backstage Key, then return to the stage and unlock the curtain to find ammo and power-ups.

FIND THE LEVEL-THREE PASS





Take the left pod to the cabin area. Unlock the Level-Two field, then open the alien insignia door. Inside, blow up the power pods to remove a field blocking the hall. You can then reach a room full of Spore Eggs and the Level-Three Security Pass.

FIND THE LEVEL-FOUR PASS





Near the Level-Three field is the alien bridge. The Level-Four Security Pass is on the floor. Return to the cabin area and use the second teleportation pod to reach the Level-Four force field. Deactivate it to locate the final teleportation pod.

FORT ROSWELL

You're teleported outside a New Mexico fort where close quarters make shoot-and-run combat extremely difficult. The earth-bomb might be here somewhere. One thing you do know: snipers and dynamite-throwers are everywhere.

FIND THE BARRACKS KEY



After you breach the fort entrance, you'll reach a second inner courtyard with a ladder leading to an upper rampart and a raised series of rooms. The last room before you exit to an open area has two cannons in it, and the Barracks Key is between them. The Barracks door is in the next area.

GRAB THE GUARD TOWER KEY





It's a long, long run through upper ramparts, raised rooms and short detours into inner courtyards before you reach the Guard Tower Key. Fortunately, it's located in a courtyard directly next to the Guard Tower door, but you'll have to destroy a Cerebus Turret to reach it.

PULL LEVERS TO OPEN DOORS





In the fort, wooden levers stick out from walls. Pull these to open large and small doors, and keep your weapons handy and eyes peeled. The levers often expose you to new enemies as well, but you won't get far without pulling them anyway.

COLLECT THE TIME MACHINE PART





In the area where you must pull a lever to open a huge wooden door, find the wall crack at the rear of the dead-end path. Blow it up to reveal a secret area where you'll find a Time Machine Part.

FIGHT THE COWBOY



The aliens have recruited an excellent marksman to defend the bomb location. Stay on the run and circle him so he can't get a clear shot off at you or he'll take a chunk out of your hide. Watch out for the trip wire in the courtyard. When the guard's beaten, a door into the mines will open.

PROBING THE DEPTHS

The bomb is being taken to the earth's core through a mine shaft, and you have less than ten minutes to outrun a boulder, ride the mine carts and get to the final resting place of the huge explosive.

SWITCH THE TRACK



The first cart stops near a second mining cart. To get that one rolling, you must locate the track switch. Nearby is an underground waterfall chasm. Hop around its edges, then take the stone path across it to reach the track switch. Activate it, then climb into the second cart to continue.

RIDE THE MINE CARTS



After taking the elevator down, do as little bobbing and weaving as possible to outrun the boulder and reach the first mine cart room. Hop into the cart and have a Doctor's Bag handy. You may suffer lots of damage before your next stop.

COLLECT THE TIME MACHINE PART





Jump forward when the cart plunges off the steep decline. You'll leap to a ledge with a route leading to a lava area and a narrow path to your right. Take the path to a secret area with a Time Machine Part. From there, you can skip the lava obstacle.

CYBORG SCORPION

You reach the earth's core, where the bomb has been planted. But to foil the alien scheme, you must defeat the Cyborg Scorpion. It carries a devastating arsenal of Duke-busting weapons, and it pivots quickly.

BOMB THE CYBORG OUT OF BUSINESS




To destroy the Cyborg, pack lots of Grenades so you can blast away from the safety of the entrance area. If you leave it, a door will swing shut behind you. No ammo? Go near the Cyborg to collect Grenades and Dynamite.

VICTORIAN ENGLAND: 1888

You foil the Old West bomb plot, but the HQ of the future is being attacked by a new threat: Plague Zombies. So back to 1888 you must go to stop the alien-made, zombie-creating plague from spreading across the entire planet and rewriting earth's history.

DON'T FORGET TO PACK HEAT FOR THIS EURO-PEAN VACATION!



WHITECHAPEL

You begin your mission in England, where Plague Zombies lurch around the foggy gloom, and Jack the Ripper strikes terror. Surviving them is your first goal; sniffing out the alien trail is your second.

SHOP AROUND FOR SECRETS





While you're in England, experience what a different culture has to offer by exploring its stores and pubs. Push B while standing near or on various objects like inlaid shelves and floor paneling to discover secret areas.

LOCATE THE SEWER ENTRANCE



In the second courtyard you enter, blow up the vegetable cart from a distance. Under it is a small hole that drops down into a sewer crawling with Parapsyches, Broodlings and bomb-throwing Capitalist Pigs. Also, stay away from Plague Zombies when you shoot them. They explode in a deadly plague cloud.

SURVIVE THE SEWERS




Collect all the Bombs you can find before you enter the brass sewer door, which won't open again after you enter. Turn the water wheel to flood the chamber, then use Bombs on two successive wall cracks to open up a path to flooded sewers.

COLLECT THE TIME MACHINE PART



Across from the pub is an alley tunnel that leads to an open space where a Time Machine Part is out in the open. When you walk into the second open space, you'll witness Jack the Ripper doing his dirty work. When he's done, he'll attack you. Jack's fast, so watch out for his charging lunges and keep blasting.

ELIMINATE THE GIANT PARAPSYCHE




Enter the two-story house nearby. Collect the Protective Boots on the first floor, then take the stairway-elevator to a hideout where a Giant Parapsyche floats above a pool fed by a toxic river. Avoid the pool, and blast a few good shots into the creature.

DAWN OF THE DUKE

You're on the trail of something, all right. The stench leads you through Highgrave Cemetery where the dead keep rising from the ground. You must make your way through the crypts and pilot a barge through a toxic canal.

GET THE CRYPT KEY




There are two main graveyards you can reach from the starting spot. One requires the Crypt Key; the other yard contains that key within a small crypt near the gargoyle statue. The key is in the back chamber between two coffins.

FLOAT THE TOXIC LOCKS



You will reach channels filled with toxic fluid. Jump in the barge, which will begin floating down the channel. Jump onto the ledge when you begin entering the U-turn. Pull the boating locks lever, then run after the barge and jump back onto it to take the full ride all the way through the locks.

COLLECT TIME MACHINE PART




After the barge passes through the locks—you'll know when it does if a blocking gate opens and allows the barge to float onward—it will soon stop next to a long walkway. Get out of the barge to get the Time Machine Part on the right side.

HYDROGEN BOMB

Beyond the graveyard is an alien-run hydrogen airship that you'll sneak aboard. After blowing your way out of storage, you must steal the airship's sole airplane, which you'll need to reach the alien castle.

SWITCH THE PAINTINGS





Walk up to paintings of the crashing airship and push B to switch the scene to a sinking ship. Switching scenes will open doors. For example, the painting in the first wooden hallway will open a wardrobe door two rooms back.

FIND THE SKELETON KEY



As you break out of storage, you'll face a door requiring the Skeleton Key. Beyond it is the airplane. The key is on the alien bridge, which you can access through the blue door in the metal-walled rooms off the main hallway. Watch out for the Chimera when returning to the Skeleton Key door.

COLLECT THE TIME MACHINE PART




If you go through all the metal-walled rooms, you will reach a room with orange wallpaper. Blast open the crack in the wall to discover a stairway leading up to a hallway. The first door you pass leads to a kitchen that houses the Time Machine Part.

THE RACK

The aircraft crashes down in the moat of the Scottish Dunroamin Castle. You must break into the fortress and rove its passages in search of a way underneath the castle, where the mastermind of the 1888 alien plot lies.

FIND THE SECRET SIDE DOOR





Storm the drawbridge for a great selection of weapons, then dive back into the water and swim around the right side of the castle. Bomb a crack in the underwater wall to find a secret area leading into the Great Hall and the main square beyond.

FIND THE COURTYARD KEY





In the main square yard, one lower unlocked door leads to a spiral staircase that quickly becomes pitch black. Keep moving ahead in the darkness even if you don't have the Night Vision Goggles. You'll soon find the cell where the Courtyard Key is.

GRAB THE GREAT HALL KEY



The door that requires the Courtyard Key is under one of the spanning planks in the main square yard. Beyond it is a stable, as well as an anvil where the Great Hall Key is. When you pick up the key, a Chimera will be released. Keep your distance and fire away, because it exhales poison.

GET THE CATAPULT ROCK





The Great Hall Key unlocks a door beside the stable. An upper platform in the room leads back to another courtyard with a catapult. The platform also leads forward directly to a library where the Catapult Rock lies. Arm the catapult with it and fire away.

COLLECT THE CYBORG HEAD



The catapult blows open a room that you'll be able to reach from the Great Hall. The room contains a living Cyborg that is eager to end your tampering. Destroy it to collect its head. Return to the main square courtyard and walk up the ramp to a hallway that requires the Cyborg Head for further passage.

BONUS: GOING DOWN

Now you can continue to the Brainstorm level, or if you've collected all the Time Machine Parts, you can use the Time Machine to travel to this 1912 bonus level in which you must sink the alien-infested Titanic.

FIND THE FIRST ELEVATOR





After passing through the first metal door you can open on the upper deck, turn into the right hall, then make the next right, and the next right as well. That hallway will eventually lead you to the first elevator next to an ornate door.

FIND THE THIRD CLASS ELEVATOR KEY





The first elevator goes down to a short hallway, which stops at the Third Class Elevator. On the other end is an ornate door, through which you can eventually reach an empty swimming pool room. In it is the Third Class Elevator Key.

COLLECT THE DIVING HELMET



When you later sink the Titanic, you will increase your chances of surviving the rising water level if you have the Diving Helmet. It is hidden in the kitchen, which you can access through the dining area near the first elevator. In the kitchen, push B at the Medkit bottle to open a secret area.

BLOW UP THE BOILER ROOM



When you reach the Boiler Room in the Titanic's hull, use an explosive against the far boiler. Behind it is a cargo hold where aliens prowl in defense of your final target, a weak spot in the hull behind a rocking car.

SINK THE SHIP & RUN FOR YOUR LIFE





After you blow a fatal hole in the Titanic, the water level will start rising at a frightening pace. You must backtrack quickly to where you started the whole bonus level. There, head for the time distortion to avoid going down in disaster history.

BRAINSTORM

If you didn't go to the Titanic from Dunroamin Castle, go underneath the fortress to confront the master brain, which floats in a gigantic vat. You must destroy it by shutting down four life support machines.

DESTROY LIFE SUPPORT MACHINE #1



The first Life Support Machine is defended by a steady stream of aliens that keeps coming no, matter how many you shoot, until you blast the machine on the back wall. Then the aliens vanish, and the field blocking the next entrance disappears. Hop along the towering rocks outside to reach the next area.

MACHINE #2





The second Life Support Machine is defended by a nonstop stream of aliens equipped with rapid-fire weapons. Pull the lever near the machine to shut it down and make the aliens vanish. It will also release Broodlings, all of which must be destroyed before a door leading to the third machine will open.

MACHINE #3



Before you enter the room with the third Life Support Machine, practice moving between there and the force field. When you approach the machine, it will automatically blow up, bringing down chunks of the roof. Race to the fallen force field.

PUSH ALL THE DEFENSE BUTTONS





The last generator is defended by snipers lining one side of a toxic chasm. You must push three red buttons, one on each end of a bridge and the third on the wall opposite from the snipers. After you push the third one, the door at the far end of the bridge will open, revealing a fourth button. Push it.

DESTROY LIFE SUPPORT MACHINE #4



The lights go out when the fourth button is pushed. Shoot into the left corner, near the far sniper, where the Life Support Machine will be unshielded. Once it is destroyed, the floating alien brain will drift lifelessly to the bottom of its tank.

NEW YORK: ALTERNATIVE PRESENT

You return to the present only to find that it has been wrecked by all the tampering with the past. Aliens from different eras are running loose in New York. To set things right, you must infiltrate their mothership and destroy their head honcho.



SHUT 'EM DOWN!

THE BROTHERS NUKEM

You must get aboard that mothership somehow, and your search for a ride there takes you across New York streets filled by aliens you've seen in other times. You must also defeat six deadly Duke Nukems from different eras.

CLEAR THE GARAGE




You must defeat all the aliens in the parking garage, including a Cyborg that teleports in when you approach the exit door. Defeat it to make the exit open. Beyond it, you must throw a Grenade at a wall crack to dive into the next area.

DEFEAT DUKES ONE AND TWO




After you leave the garage, a Duke Nukem in cowboy duds will attack you. A little fast strafe-circling and firing will finish him easily. But a second faster-firing future Duke will appear and make the job more difficult. Eliminate him, then enter the near-by street vent.

BLAST DUKE THREE



Before you drop into the street vent, throw in a Grenade to destroy the Tripbomb planted there. You won't be able to climb back out to do it. Then continue through the vent hallway and defeat a dapper Duke lugging a Volt Cannon around another garage.

ELIMINATE FOUR, FIVE AND SIX





The last three will attack after you've climbed out of the last area. A Duke in combat fatigues will attack with a Havoc Multi-launcher, sniper Duke will search you out then, cyborg Duke will hunt you with a Gamma Cannon.

GET TO THE MOTHERSHIP



At the Municipal Parking Garage, a teleportation pod will take you to a hallway. At the far end on a window ledge is a small craft that will take you to the ship.

ALIEN MOTHER....

The mothership is hovering above the Statue of Liberty. Once you've flown into its docking bay, you must rampage through the ship in search of a way to destroy it, along with its top dog, if possible.

USE THE CYBORG HEAD



Aliens enter the docking area after you make your sudden entrance. Eliminate them all to get the Cyborg to teleport in. Defeat it and take the Cyborg Head to the widest pillar on the upper ridge, where you can fit the head to a lock. Then move up to the wide left door behind it and push B to gain access.

...AND A SECOND HEAD



You'll enter a series of hallways defended by Chimeras and aggressive aliens. You will eventually reach a small room with a healing pod and a Cyborg. Eliminate it, but stand back from its final explosion. Recharge your health with the healing pod, then use the Cyborg Head to open the next door.

BATTLE PAST THE CAVERN




When you enter the huge, dark cavern with two Parapsyches guarding a spidery alien in a post, watch the walls for the Spore Eggs. there are more on the ramp leading to the alien, which you must blast then jump beyond to a ledge.

COLLECT THE BIO-EMITTER




To reach the area where the cubical Bio-Emitter is, you must swim from the bottom of a pool to the surface. Two Chimera lurks underwater and another above, and both areas contain toxic-spewing Spore Eggs that make quarters closer than you'd think.

SHUT DOWN THE GENERATORS



The end of your mothership run takes you to a spiral path leading upward around a central generator chamber. You must enter the chamber three times, pushing B while standing in front of each of the three generators. After you shut down the third one, the mothership will crash and bring you to the big finale.

ZERO HOUR

A winged horror escapes the mothership and challenges you to a one-on-one battle on top of New York skyscrapers, where you must leap from roof to roof while picking up the weapons it'll take to beat the alien.

FIND THE HAVOC MULTILAUNCHER




One of the quickest ways to blast the alien out of existence is to get the Havoc Multilauncher, which is in a rooftop pipe far ahead of you when you first appear. Use the central towering skyscraper for cover, then nip away at the alien with your shots.

IT'S A ROUGH LIFE, SAVING THE WORLD AGAIN AND AGAIN. BUT TO RELAX, STRAP INTO MULTIPLAYER MODE AND ROUGH UP A FEW OF YOUR BEST FRIENDS....



MULTIPLAYER MODE: PUT UP YOUR DUKES

With Multiplayer Mode, you don't need to wait until The Brothers Nukem level to battle Duke against Duke. Up to four players can be historically different Dukes in 14 distinct arena environments. Many more characters can eventually do battle, too, like Lizard Enforcers, Pigs Cops and even Babes.

CHOOSE YOUR PAIN: FOUR GAME TYPES

Whether taking sides with Team Dukematch or staging a free-for-all with Dukematch, Last Man Standing or King of the Hill, the Multiplayer Mode has a combat shindig for all tastes. Just set the countdown to a time limit or frag count and then party hardy!

I CAN KICK MY OWN TAIL IF I NEED TO!



DUKEMATCH





With the classic Dukematch, up to four players race through the arena, trying to eliminate more opponents than anyone else before the time limit or frag count is reached. Players that are eliminated can come back again, and players that accidentally do themselves in get a single point subtracted instead of added to their score. Watch your back!

KING OF THE HILL

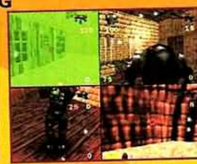




King of the Hill is similar to Dukematch, but it puts a bigger point value on whoever is "still the King, baby!" The first person to destroy another player will become the starting King, who will be valued at five points if eliminated, not just one point. Then, whoever destroys that King will becomes the new King. Rinse and repeat until you've cleaned up.

LAST MAN STANDING





The countdown isn't an option for Last Man Standing, because the goal here is simple: Be the last player left in the arena. Each player gets only one chance at success with no continues at all. It ups the stakes considerably when you know there's no catching up after a bad start. Glancing at your opponents' screens for extra caution is a must.

TEAM DUKEMATCH





You pick sides in Team Dukematch. The Blue or Red Team and your team must try to get more points collectively than the other team does before the frag or time countdown runs out. Teammates aren't able to injure each other. When one team wins, the current arena will end and the teams will continue to the next arena, which should keep all players on their toes.

LOTS OF ARENAS: 14 OF 'EM!

Some like clean chases through mazes, others like underwater stealth, and still others like disorienting teleportation pods. However you prefer to surprise your foes, the 14 arenas have something just for you.

ENVIRONMENTS FOR ALL OCCASIONS









Lots of environments and obstacles make for complex arenas. Castlemania, Cool as Ice, Chimera and Hive 8 are only a few of them, and they offer mazes great for strafing, slippery surfaces good at unbalancing foes, overhead vantages for sniping fun and eerie passages perfect for freaking out your opponents. And that's just for starters.

FULL CAST OF CHARACTERS

Multiplayer Mode allows you to play Dukes from different eras, military characters, lots of aliens, Babes from the game and even a character with special Night Vision called the X-Terminator. It's equal opportunity deployment.

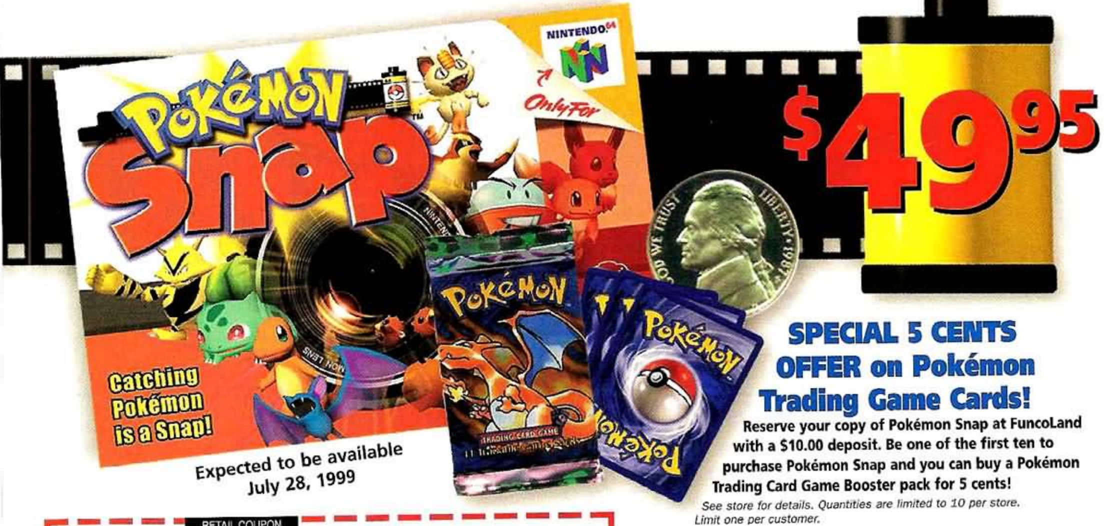
CHARACTERS OF ALL KINDS





Every time you complete a new single-player level, more characters will be unlocked in Multiplayer Mode. You begin with the classic Duke Nukem, the futuristic Apocalypse Duke, a dusty Cowboy Duke and the well-dressed Victorian Duke. But to unlock all the characters shown above, you'll need to rampage through the main game. It's a good thing you have our walkthrough.

Now Pokémon for N64!



Expected to be available July 28, 1999

SPECIAL 5 CENTS OFFER on Pokémon Trading Game Cards!

Reserve your copy of Pokémon Snap at FuncoLand with a $10.00 deposit. Be one of the first ten to purchase Pokémon Snap and you can buy a Pokémon Trading Card Game Booster pack for 5 cents!

See store for details. Quantities are limited to 10 per store. Limit one per customer.

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at your nearest FuncoLand store and reserve Pokémon Snap with a $10 deposit before Aug. 7, 1999. Be one of the first ten to purchase Pokémon Snap and you can buy a Pokémon Trading Card Game Booster pack for 5 cents!

Quantities are limited to 10 per store. Limit one per customer.





$129.95 with Two Controllers

Trade-in your pre-played games*

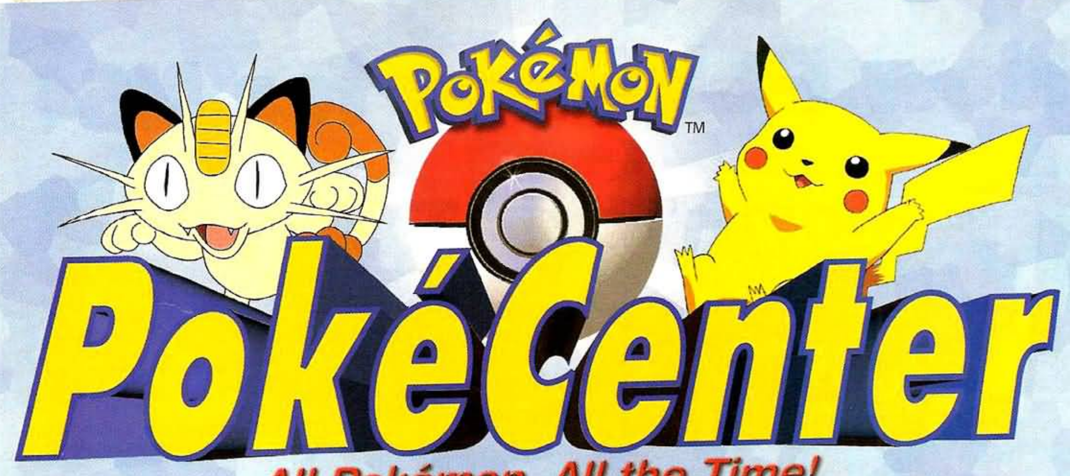
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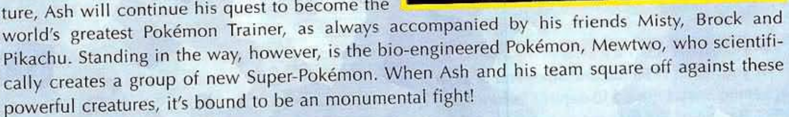


All Pokémon, All the Time!

Creature Feature



Flip your calendar ahead a few months, pull out a red pen and draw a huge Poké Ball on November 12th. On this great day in Pokémon history, the Pokémon movie featuring Mewtwo will be released across North America. If the thought of finally catching a glimpse of your favorite Pokémon on the big screen isn't exciting enough, check out these other details. The main feature will be preceded by a short piece called "Pikachu's Vacation" which, among other things, will introduce three brand-new Pokémon that have never before been glimpsed on television or in any video game. In the feature, Ash will continue his quest to become the world's greatest Pokémon Trainer, as always accompanied by his friends Misty, Brock and Pikachu. Standing in the way, however, is the bio-engineered Pokémon, Mewtwo, who scientifically creates a group of new Super-Pokémon. When Ash and his team square off against these powerful creatures, it's bound to be an monumental fight!





It's time to test your Pokémon skills! The Pokémon League Training Tour is traveling around the country, teaching the best ways to manage Pokémon and putting on tournaments where you can battle other enthusiasts and Team Nintendo masters. The tournaments set limits for the strength and abilities of your Pokémon. For example, in the **Pika Cup**, only teams with Pokémon at level 20 or less need apply, while the **Poké Cup** allows Pokémon up to level 50. In the **Prime Cup**, players can enter with level 100 Pokémon for epic battles. You won't be able to put entire teams to sleep, or freeze more than one Pokémon at a time, so you'd better have great strategy! The dates and locations to the right show the tour itinerary, but as always, call individual malls before you go, as dates are subject to change. Check www.pokemon.com for up-to-date listings.

	EAST COAST	
July 31-August 1	Ann Arbor, MI	Briarwood Mall
August 7-8	Memphis, TN	Hickory Ridge Mall
August 14-15	Arlington, TX	The Parks Mall
August 21-22	Jacksonville, FL	The Avenues Mall
August 28-29	Pineville, NC	Carolina Place
September 4-5	Bethesda, MD	Westfield Shopping Plaza Montgomery Mall
September 11-12	Livingston, NJ	Livingston Mall
	WEST COAST	
July 31-August 1	Independence, MO	Independence Center
August 7-8	Murray, UT	Fashion Place Mall
August 14-15	Tigard, OR	Washington Square Mall
August 21-22	San Rafael, CA	North Gate Mall
August 28-29	Sacramento, CA	Ardenfair Mall
September 4-5	Los Angeles, CA	Topanga Plaza
September 11-12	Escondido, CA	Westfield Shopping Town North County Fair

PokéChat

Between the upcoming movie, the summer battle tour and all the continuing excitement of Pokémon Mania, we're practically busting out of the confines of the PokéCenter! Are you as excited as we are?

Q: Do I need both the Red and Blue games to win Pokémon?
A: *It depends on what you mean by "win." You can defeat the Elite Four in either game and see the ending where you enter the Pokémon Hall of Fame, but if you want to keep playing and catch all 150 Pokémon, you'll have to keep trading with the other color cartridge.*

Q: Will Pokémon Yellow be compatible with Pokémon Stadium?
A: *It sure will. You'll be able to upload Game Boy data into Pokémon Stadium from the Red, Blue or Yellow cartridges.*

Q: I altered my Key Configuration in Pokémon Pinball and my game is doing strange things. Is it defective or what?
A: *No, your game is just fine, but the Key Configuration can be a little confusing. On the KEY CONFIG screen, use the Control Pad to move the cursor up and down. When you want to change a button function, press A to select it. A flashing arrow will appear next to the function, and you can press any button to assign it to that function. If you want a secondary button, you can press that one while the arrow is still flashing. Otherwise, wait until the arrow stops flashing and the buttons will officially be assigned. The reason it's so confusing is that if you try to press B to back out of the KEY CONFIG screen while the arrow is still flashing, the B button will become assigned to that function. You could end up with three or four things assigned to the B button, which would make the gameplay a bit odd. Make sure that you only have one function assigned to each button and you'll be fine.*

Q: Can I catch Squirtle or Bulbasaur if I chose Charmander at the beginning of the game?
A: *Unfortunately, no. No matter which Pokémon you choose at the beginning of the Red and Blue games, you'll have to trade for the other two. On the other hand, in the upcoming Yellow version, you automatically start out with Pikachu as your first Pokémon, so does this mean that Charmander, Squirtle, and Bulbasaur can be found in the wild in Yellow? We're thinking that the answer is yes. Stay tuned!*

Smile, Pikachu

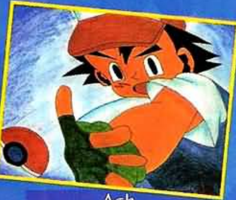
You never know what might pop up in the middle of a traffic jam. Alert reader Jon Horwitt recently spotted one of our Pikachu Beetles taking five in a picturesque part of Washington State, snapped its picture and sent it in to us. There's a small fleet of these cool cars making various stops around the U.S., so if you manage to glimpse one, take a photo and send it our way. We'd love to compile an album of Pikachu's scenic tour!



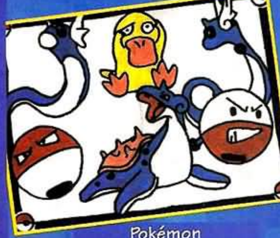
For more Pokémon news, be sure to check out www.pokemon.com!

Pokémon Gallery

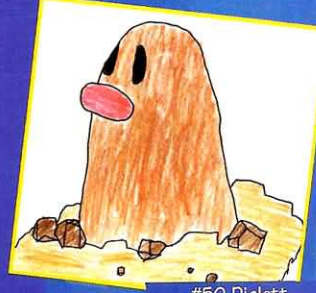
#38 Ninetales
Cindy Williams
Elmira, NY



Ash
Robert Kazarin
Astoria, NY



Pokémon
Nick Neuharth
Onawa, IA



#50 Diglett
Eric McConnell
Raleigh, NC

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Send questions, comments, and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073

When the going gets tough in the N64 version of Command & Conquer, the tough get Nintendo Power to step in with detailed campaign plans and strategies. This month, the battle moves to the endgame for both the Nod and GDI. Join us now for the final missions.

Command & Conquer







PEACE AND ORDER...

The Global Defense Initiative has pushed the Nod forces to the brink of destruction, but the final shove must come from you in three decisive battles. Two of these scenarios may take hours, so don't forget to save your progress after taking each significant step. If you win, peace and order will reign.







...OR CHAOS?

As the commander of the Nod forces, the endgame promises the ultimate victory for the Brotherhood and a chance to spread Kane's power around the world. The forces arrayed against you are formidable, however, and the losses will be staggering. Is brotherhood worth any price?





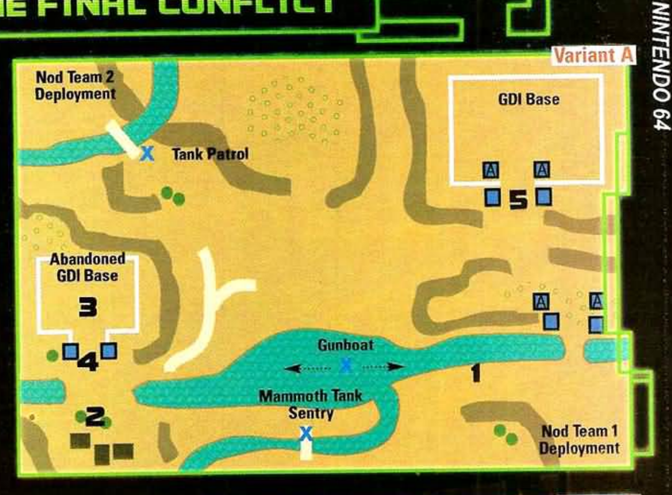
NOD: THE FINAL CONFLICT

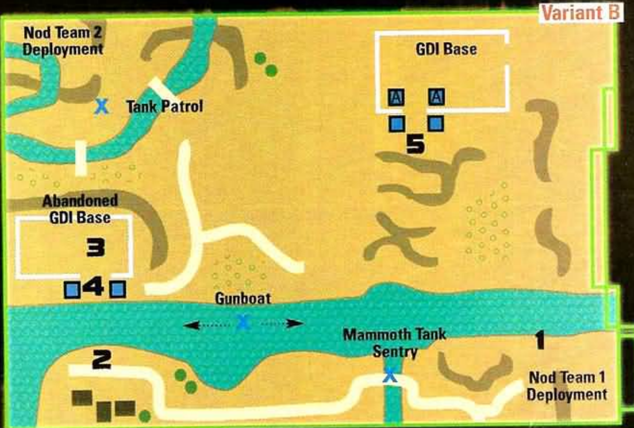
NOD MISSION 11 A&B: TWO FORCES ARE BETTER THAN ONE

The "B" variant of this mission begins with the Brotherhood in a seemingly impossible position. Your forces are divided between one group in the northwest and one in the southeast. To make matters worse, the group in the southeast is completely cut off. You must use your few forces skillfully enough to grab the abandoned GDI base in the west and build your own army. The "A" variant provides a more direct solution. Once you destroy the Mammoth Tank in the south, simply move into the base and go to work.



Mission 11 takes place in one of two locations in southern Africa. We are covering the more complex "B" variant in this review, but both scenarios are challenging.





LEGEND

- Foliage
- Civilian Building
- Nod Building
- GDI
- Road
- Sandbags
- Concrete Wall
- Tiberium Field
- Guard Tower
- Adv. Guard Tower
- SAM Site
- Turret
- Nod Obelisk
- Troop Position

1 Send one Minigunner unit in the southern strike force forward to scout for the Gunboat on the river. When the boat disappears in the fog of war, move your troops west beyond the rocky ledge.



Use the Mobile Artillery units from the southern landmass to target and destroy the two Guard Towers at the front entrance of the GDI base. You should avoid the shore and gunboat and be prepared for a GDI Tank and Missile Launcher units.



Move the northern force southward. Your objective is to get the engineers safely to the abandoned base. Let your commando take the lead and pick off lone GDI infantry. Back up the Rocket Launcher units with your Minigunners and Engineers.



Once you've retaken the base using the Engineers from the northern force, build Turrets at the front entrance near the shore of the river. The Turrets will open fire on the Gunboat whenever it comes within range.



Build up your forces, then target the GDI Harvesters that are operating to the northeast. Be prepared to meet the retaliating GDI forces. Target the GDI Power Plants and move a large, offensive force to take the second base.

NOD MISSION 12:
BREAKOUT AND BUILD

To obtain the security codes of a devastating new GDI satellite weapon, the Brotherhood must infiltrate the Communications Center of this base in southern Africa. Although you'll begin in a disadvantageous position, you'll be able to break out of it and start a massive building campaign.





Send the Nod Buggies in to draw out the two Mammoths, then use your MCY to lure the big tanks while your Nod Cycles and Light Tank attack. The Mammoths will ignore the smaller units and slowly chase the MCY until they are pulverized.



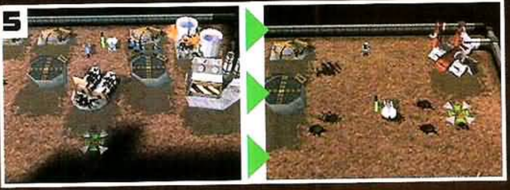
Build a base near the Tiberium field to the west. Once you've built the Communications Center, build the Obelisk of Light to protect your base while amassing a large strike force. Channel attacks into ambush zones using fences and Turrets. The GDI will send small groups of tanks and infantry to your base.



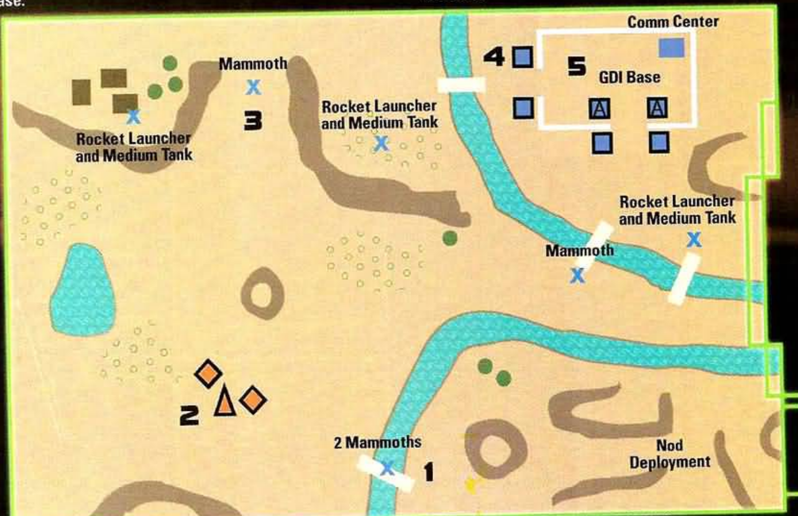
After you build the airstrip, the Stealth Tank will become available. Build one of these expensive tanks and carefully scout out the GDI territory, lifting the fog of war so that you can monitor enemy maneuvers with your radar. At the same time, begin building a large force with mobile and infantry units.



One of the best ways to win a war of attrition is to destroy your enemy's supply line. In C&C, that means you should take out the opposition's Harvester. Send a strong force north to do the dirty work. In addition to that, you should attack and destroy the outer Guard Towers at the GDI base.

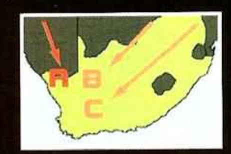


Now all that's left is to pick off stray GDI units and go after the code. Send a force to destroy the GDI's Power Plant. That will switch off the Advanced Guard Towers, allowing access to the base. Send in your Engineers and take the Communications Center to secure the vital satellite code.



NOD MISSION 13A: THE PROMISED LAND

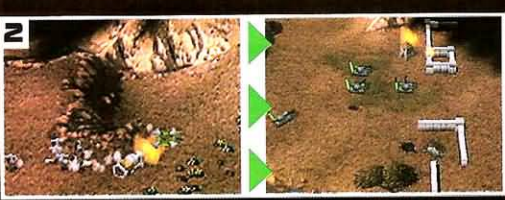
Kane asks you to destroy the remaining GDI bases to clear the chosen site in Africa for a great temple. The Temple of Nod has nuclear capability, and if it becomes operational, it can destroy all opposition to the Brotherhood. With three bases to destroy, you have your work cut out for you.



The last piece in Kane's puzzle of world domination falls into place in this region of southern Africa.



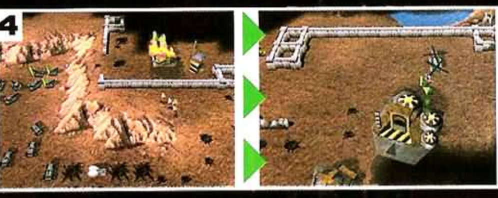
A GDI Gunboat patrols the river south of your deployment position. The safest way to destroy this pain in the backside of your base is to build a Turret or two along the shore. The Turrets will automatically attack the boat whenever it appears.



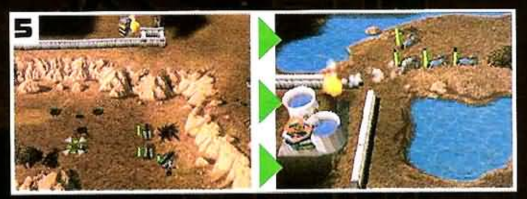
After you eliminate the threat of the Gunboat in the southern river, continue building up your invasion force. Build a Stealth Tank and explore the area around the GDI base on the east end of the strip of land where you begin the mission. Destroy the Guard Towers, then take the base.



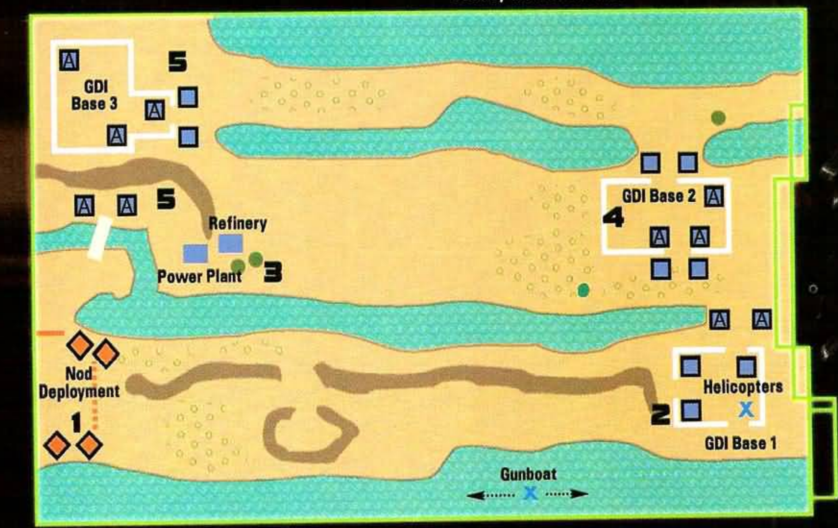
Use an Engineer to commandeer the GDI Transport Helicopters after conquering the first base. Send units to position three and include several Engineers in the invasion force to capture the GDI refinery and Power Plant.



The Advanced Guard Towers of the GDI's second base will cut your units to pieces if you try a frontal assault. Instead of trying this kamikaze approach, breach the west wall of the base using artillery and pour inside with few losses. Use your Engineers to capture more GDI facilities.



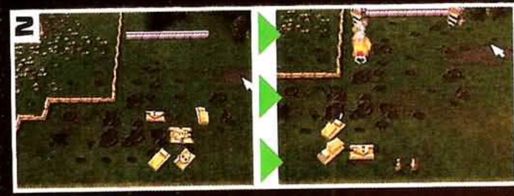
The assault on the third base should take place on two fronts. Send a Stealth Tank and some light units such as Nod Cycles along the northern approach. Then, after destroying the two Advanced Guard Towers near the bridge, hit the base with Mobile Artillery units from the south. Destroy the Power Plant.



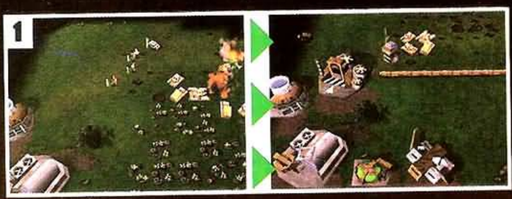
GDI: PEACE IN OUR TIME

GDI Mission 13: The Kane Scrutiny

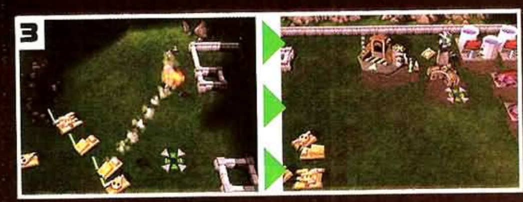
GDI intelligence reports that Kane has been positively identified in a secret chemical research compound in southern Europe. Your mission is to destroy every Nod structure in the vicinity, and with luck you'll destroy Kane, as well. To do this, you'll have to build up a base and a strong force capable of destroying several Nod bases.



Build up a strike force using the wealth of Tiberium from your protected fields. Also, build another wall of sandbags northward to cut off the western Tiberium field. Build a concrete wall and Advanced Guard Towers across the narrow gap to block and destroy the Nod Harvester.



Move quickly to the west from your deployment point and build your base between the Tiberium fields. Use sandbags to close off the Tiberium fields and defend them by building Advanced Guard Towers at key junctions as shown on the map.



Build Medium and Mammoth Tanks to help you soften up the southern Nod base and destroy the Turrets out front. Once you've broken in, send in your Engineer units to capture the facilities inside. Although your orders are to destroy Nod infrastructure, capturing the buildings works even better.

4
Nod Base 2
Power Plants
Nod Research Center
5
Nod Base 1
3
2
GDI Deployment
1



DOOMSDAY MACHINES

As the war between the GDI and Nod forces builds to a climax, each side is ready to deploy new, devastating weapons that could instantly determine a winner in the global contest. The race is on for you to build your Doomsday Machine before your enemy builds his.





The Ion Cannon is a space-based particle weapon with incredible power. If you build an Advanced Communications Center and Power Plant, it can strike almost anywhere.



Nuclear missiles may not be new, but in the hands of a fanatical leader such as Kane, they can become the decisive factor in the war.



4

With the southern base in hand, extend another wall to the north, almost to the Nod base. This wall of sandbags will help protect your Harvester as it moves to the northern Tiberium field. From the northwest plateau, you should be able to shell the Power Plants in the Nod base.

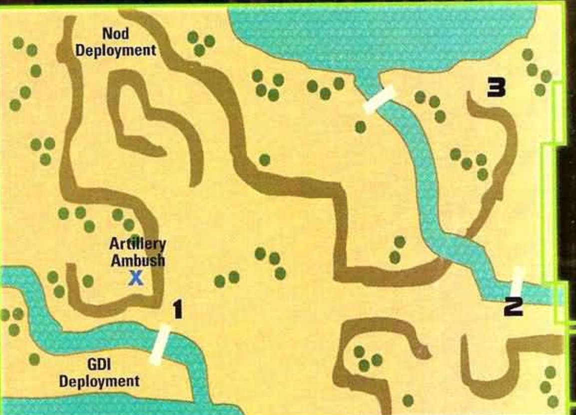


5

At the right angle of the wall that you built in step four, place an Advanced Guard Tower. (You can sell portions of the wall to make room for the tower.) With the AGT in place, the Nod base will become an easy target. Invade the base and capture the Hand of Nod. After that, the research compound will be fair game.

GDI MISSION 14:
FISH IN THE BARREL

Although Kane escaped from the research facility in Mission 13, a column of Nod units heading toward Prime HQ through a narrow ravine won't escape your lightning attack in this mission. The biggest challenge in this scenario is to move your units quickly to positions across the river where you can stop the Nod column.





1 Two Nod Mobile Artillery units have set up an ambush for your column from the cliff heights beyond the bridge. Your Mammoth Tank will make quick work of them. Take two shots on each artillery unit to clear the path.



2 The Nod column will also make a bee line for the bridge in the south. Get there first and set up a blockade. Put your big guns up front and target the closest Nod armored unit. Don't send your tanks across the river, though.



3 After destroying the main column of Nod units, keep your remaining force together and systematically search for any wandering Nod units. Only after you destroy all of the enemy units will the mission be a success.

GDI Mission 15A:
Kanes Last Stand

Kane has reached his HQ where he clearly intends to make a stand. Your deployment force is small so youll have to build quickly. Time is also a factor, because if you wait too long, Kane will use his nukes. After building up a large attack force, you'll face two main Nod bases, including the Temple of Nod.



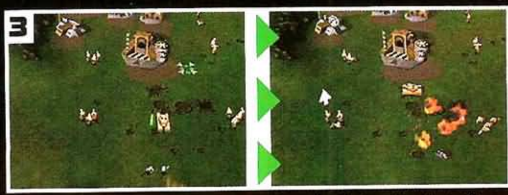
The "A" variant of Mission 15 is actually the easiest of the three final GDI scenarios. Even so, it's incredibly tough.



The Flame Tank crosses the bridge just after your units are deployed. It will chase after your Mobile Construction Yard. Use your tank to attack the flame unit while keeping your MCY on the move and out of the fire.



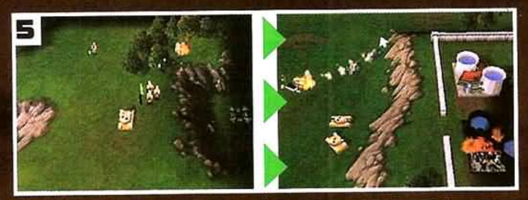
The proper layout of your base is critical to the success of this mission. Build near the central plateau. Place your Power Plant southeast of the Construction Yard and a Barracks southeast of the plant. Then build your Refinery south of the Barracks but out of range of the Nod Turrets.



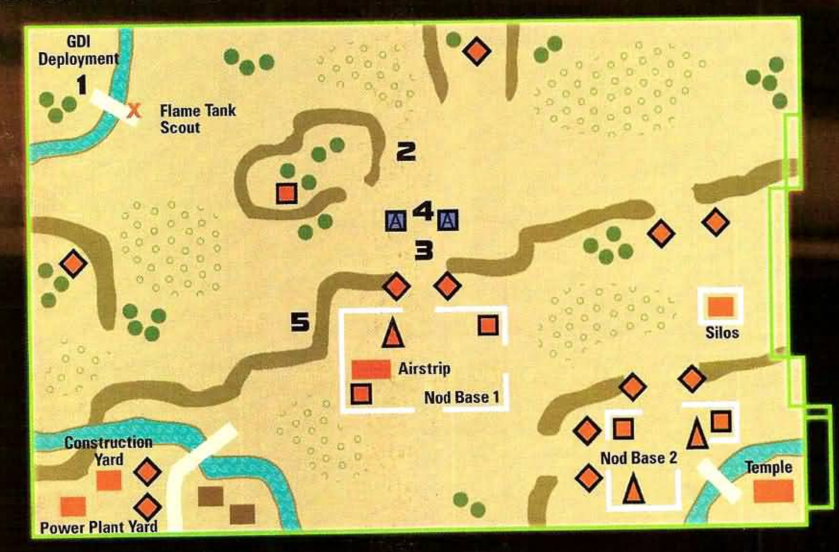
You must move fast to protect yourself from the Nod parties that will come after your new base. Set up your tank out of range of the Turrets but on a line directly between them, then place Grenadier units on both sides. When Nod flame units go after the tank, draw back the tank and hit them with the Grenadiers.



Once the Tiberium is flowing, you'll want to build a Comm Center, Advanced Power Plant and two Advanced Guard Towers to protect the base from your Nod neighbors. Set up the AGTs just out of range of the Turrets, which you can destroy later at your leisure. Also be prepared to face a major attack.



Now that your force is growing, send out squads of Medium Tanks and Missile Launchers to destroy Turrets and SAM sites. From the west side of the first base you can destroy Kanes primary facilities. After that, keep up the pressure and prepare a monster force for the attack on the Temple.



Put Some Color Back In Your Life!

Looney Tunes Carrot Crazy





Bugs Bunny and Lola Bunny wake up to find their carrot patch is empty! You can bet your crunchy carrots that other Looney Tunes characters are involved too. Enjoy classic side-scrolling game play throughout 16 colorful and challenging levels!





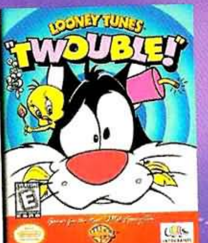


What a smurfin' catastrosmurf! Gargamel cast a terrible spell on the Smurfs' village. All the Smurfs, except for Hefty, are trapped inside their worst nightmares. So quick! Help him rescue his friends in more than 16 stages of fun designed only for Game Boy Color!

Looney Tunes Twouble



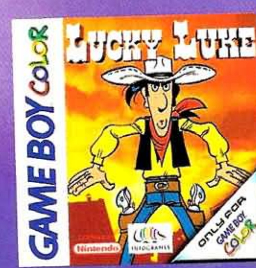




Sylvester's on the prowl again, spelling "TWOUBLE" for little Tweety. "TWOUBLE" is a colorful combination of side-scrolling and isometric game play. Meet other Looney Tunes characters as you collect, combine, and push objects throughout Granny's neighborhood!

Lucky Luke





A dangerous band of outlaws has escaped from jail. It's up to you, as Lucky Luke, to capture them! In this western-style, cartoon-like journey, you have to experience 12 major oppositions - a buffalo stampede, some raging rapids and a wild stagecoach ride - to save the Wild West.



GAME BOY COLOR



















Have you ever dreamed of creating your own car for a racing game? If you have, then the dream will come true when LEGO Media releases LEGO Racers by the end of the summer. These cars travel at the speed of your own imagination.



A CHIP OFF THE OLD BLOCK



Some toys get old within a few months or years' while others seem to last for generations. LEGO building blocks have been a favorite since 1947, and now with the introduction of LEGO Racers for the N64 the colorful little blocks and specialized pieces have moved into the sophisticated realm of video games. In other racing games players may upgrade their cars or earn experience for their drivers, but only LEGO Racers asks players to build their own cars and drivers from scratch. Once players have built their dream cars, they'll take them out on 12 3-D tracks set in forests, in towns and even on the moon, racing against LEGO characters such as Alpha Dragonis and Captain Redbeard of LEGO System fame. Add Versus and Time Trial Modes, and a Controller Pak for saving custom cars, drivers and games, and you've got a winner that should be released by the end of August or early September.



BUILD A WINNER

The building aspect of LEGO Racers is what makes the game stand apart from the crowd. Players will make their own drivers, then build the car of their dreams to compete in the game. As players defeat the LEGO champions, new sets of bricks will become available for building even more elaborate cars. And you can save all of your work on a Controller Pak and take it on the road.

LICENSE TO BUILD

The first order of business is to create a driver for your championship vehicle. In the Build Mode, choose New Racer and a Controller Pak for saving your driver. Actually creating the driver requires selecting four elements—the hat, the face, the body and the legs. Each element has a dozen or more possible selections, so the total number of variations is huge.



Your driver can be based on a theme such as Robin Hood or the old West, or he can be a random mix of styles. The game even includes a Mix option that creates random drivers.



Some of the costume elements have been taken from the LEGO family of adventure characters' while other costumes are obviously made for racing.



As you scroll through the selections, the window to the right will automatically show the latest style. When you have the element you want, move to the next set of features.

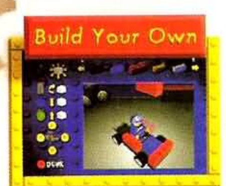


After creating the driver, choose the Make License option and give your driver a name. Using the Snapshot command, you can change his expression in the license photo.

CAR PARTS

You'll begin your car design with a chassis base that you'll attach pieces to just as you would with real LEGO blocks. There are some height and width limitations.

Build Your Own



Cars are built using pieces of many shapes and sizes. Some pieces are highly specialized, like spoilers, headlights or flags, while others are basic structural blocks.

Remove Blocks

Rotate pieces, then move and place them anywhere that there's space and connectors to the base piece. You can take back pieces, as well.

Quick Build

If you want a unique car, but you don't want to spend the time designing it, choosing the Quick Build option will give you an interesting vehicle.

Test Drive





After building your dream machine, see how it handles on the LEGO test track. Cars can be heavy or light depending on how many bricks you use.

POWER GALLERY

The gallery of drivers and cars shown below is just a small example of the fun you can have building custom characters and vehicles in LEGO Racers.

Nester





Nolan





Ned





LET THE RUN BEGIN!

Think of LEGO Racers as Mario Kart 64 with build-it-yourself cars and drivers. Once you've created your own car or chosen a pre-built racer and started the race, the game itself seems to share many elements with the motorway mayhem of Mario Kart 64. Each track is fairly short and loaded with items to use during the race—items that will help you or hinder your opponents. You should look for shortcuts and learn special techniques for cornering. Princess Peach, Mario and Toad would find LEGO Racers very familiar.

TRICKS WITH BRICKS

LEGO Racers is as much about bricks on the road as it is about bricks that make up the cars. Throughout every track you'll find five colors of bricks floating just above the roadway. Those bricks impart special abilities to give you an edge in your race. Some bricks work for you while others work against your opponents. You can bet that the CPU drivers will make use of every brick they can grab. But some bricks are strategically placed out of the main path so that you'll pay a time penalty to get them.

Red Brick

The Red Brick gives you a cannonball to fire at cars ahead of you. You don't have to be aimed directly at the other car, but you should be pointed in the general direction of it.

Yellow Brick



You won't find Oz by grabbing a Yellow Brick on the road, but you will be able to make your opponents squeak like a rusty Tin Man when you drop an oil spill on a blind corner.

Green Brick



Everyone needs a boost now and then. The Green Brick gives you a super shot of speed. Use it on straightaways or to pass an opponent at the checkered flag.

Blue Brick



Protect your lead by wrapping your car in a shield. The Blue Brick gives you several seconds of protection from attacks and other vehicles that crash into your car.

White Brick



The White Brick surrounded by a rainbow works with every other color of brick. By collecting a White Brick and another brick, you'll boost the colored brick to a higher level of power.

Turbo Start



The best way to start a race is to get the Turbo Start. If you hit the A Button at the final moment of the countdown, you'll get a super boost of speed off the starting line.

Power Slide



LEGO Racers features two types of Power Slides. The basic slide is performed by pushing the A and B Buttons simultaneously when you go around a corner.

Super Slide



Press the R Button while going around a tight corner to perform the Super Slide. You'll leave some rubber on the track as you careen around right angles.

Shortcuts



All of the tracks have hidden shortcuts, although some are better hidden than others. As you cruise around the tracks, look for obvious places for a shortcut. Try firing a cannonball to open up blocked passages that lead to the shortcuts.

CIRCUIT RACE

The main competition in LEGO Racers is the Circuit Mode. Each of the six circuits consists of four races. There are 12 tracks in all. (The final three circuits consist of the 12 tracks mirrored.) The Circuit Race competition pits you against five CPU-driven opponents including a champion. You'll earn points for each race, and you must finish third or above to continue racing.



Captain Redbeard owns the first circuit. The circuit contains four races including the Imperial Grand Prix, Dark Forest Dash, Magma Moon Marathon and Desert Adventure Dragway. If you beat Redbeard, you'll win a new set of building bricks.



King Kahuka is lord and ruler over the second circuit. His favorite track is the Tribal Island Trail, but he is equally adept at winning on the Royal Knights Raceway, Ice Planet Pathway and Amazon Adventure Alley.



Basil The Bat Lord is the horrific host of the third circuit and the four of the toughest tracks in LEGO Racers. The courses include Knightmare-athon, Pirate Skull Pass, Adventure Temple Trail and Alien Rally Asteroid.

SINGLE RACE

For a quick race against CPU drivers, the Single Race Mode offers competition on any open track. You have to open a circuit before the tracks in that circuit become available for a single race. After choosing the track, pick a driver, plug in your Rumble Pak, and get set to race against 1-5 drivers. It's a great way to test out a new car design against other drivers. It's also a good way to learn the intricacies of each track and discover hidden shortcuts.



Single races give you the opportunity to explore the track and look for places to ambush other drivers. You should also make use of this mode to discover shortcuts.



The final race in the game is the home track of Rocket Racer, the ultimate LEGO character that you'll face. You won't open up this race until you finish the six circuits.

VERSUS RACE

Two players can square off on any of the open tracks in the Versus Mode. This is the best mode for testing your coolest car designs against those of your friends. Each player can insert his or her Controller Pak into the appropriate Controller and select a car. You can also use prebuilt cars and just race head-to-head right away.



The horizontal split screen windows give you a wide view of the track. Brick items are available, as well, so you can enhance your performance or hinder your opponent. Like all LEGO Racers races, Versus races last three laps.

TIME RACE

Veronica Voltage will give you a time trial when you enter the Time Race Mode. One player challenges Veronica's best time on any open track in a three-lap race. Green, White and Red Bricks are available to help you set new speed records. You'll also encounter your own ghost at times when it surges ahead of Veronica.



It won't be easy setting speed records on all 12 LEGO Racers courses. You'll get the fastest times only if you make use of all the bricks along the track and if you know the secret shortcuts.



OF COURSES & CIRCUITS

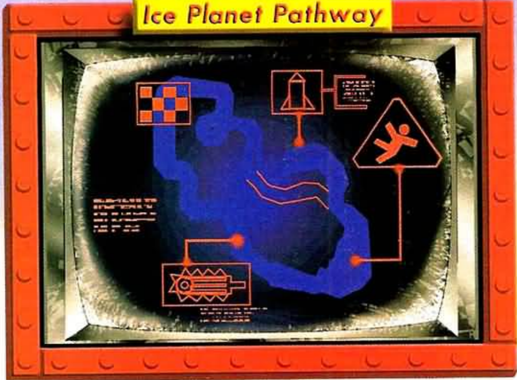
In each circuit the goal is to beat the champion at least once and take first place overall. If you do that, you'll win a new set of building pieces from the champ, adding to your ability to build cool cars. On this page, we'll give you some tips for specific courses.

Dark Forest Dash



The dark Forest Dash is very forgiving. The turns are wide and banked, and there are plenty of power-up bricks. The shortcut is easy to miss. Look for it on the left side of the track just before the big waterfall. Captain Redbeard usually goes for the cannonball, so the shield is the best item to pick up.

Ice Planet Pathway



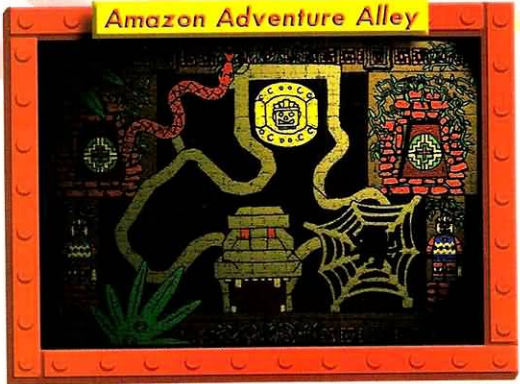
Several narrow stretches of track can make the Ice Planet a tough place to race, but the shortcut is easy to spot. Just look for the arch following the wide turn on the back stretch. King Kahuka is fond of using the shield, so use the Green Brick speed boost to get the jump on him.

Adventure Temple Trail



Basil the Bat Lord and his favorite powered-up lightning attack is the least of your worries on this track. Avoiding rolling discs and other obstacles will take all your powers of concentration if you hope to stay in the race. The shortcut veers sharply to the right after the statue just beyond the starting line.

Amazon Adventure Alley



The final race in the second circuit pits you against King Kahuka for the last time. The shortcut passes through the waterfall just after the starting line. Grab a Red Brick when you return to the track, then stay behind the King until his shield wears off. That's the time to hit him with your best shot.

UNLOCK CIRCUITS



When you begin playing LEGO Racers, only the first circuit will be open, with Redbeard as the champion. You'll have to unlock the following five circuits to progress in the game. If you place third or higher after all four races of a circuit, you'll open up the next circuit, where you'll find four new tracks. If you beat all six circuits, you'll open one final race on the Rocket City Run course where you'll challenge the undefeated Rocket Racer. But no matter how much fun the racing is in LEGO Racers, the best part of the game remains the essential LEGO activity of building your own fun.

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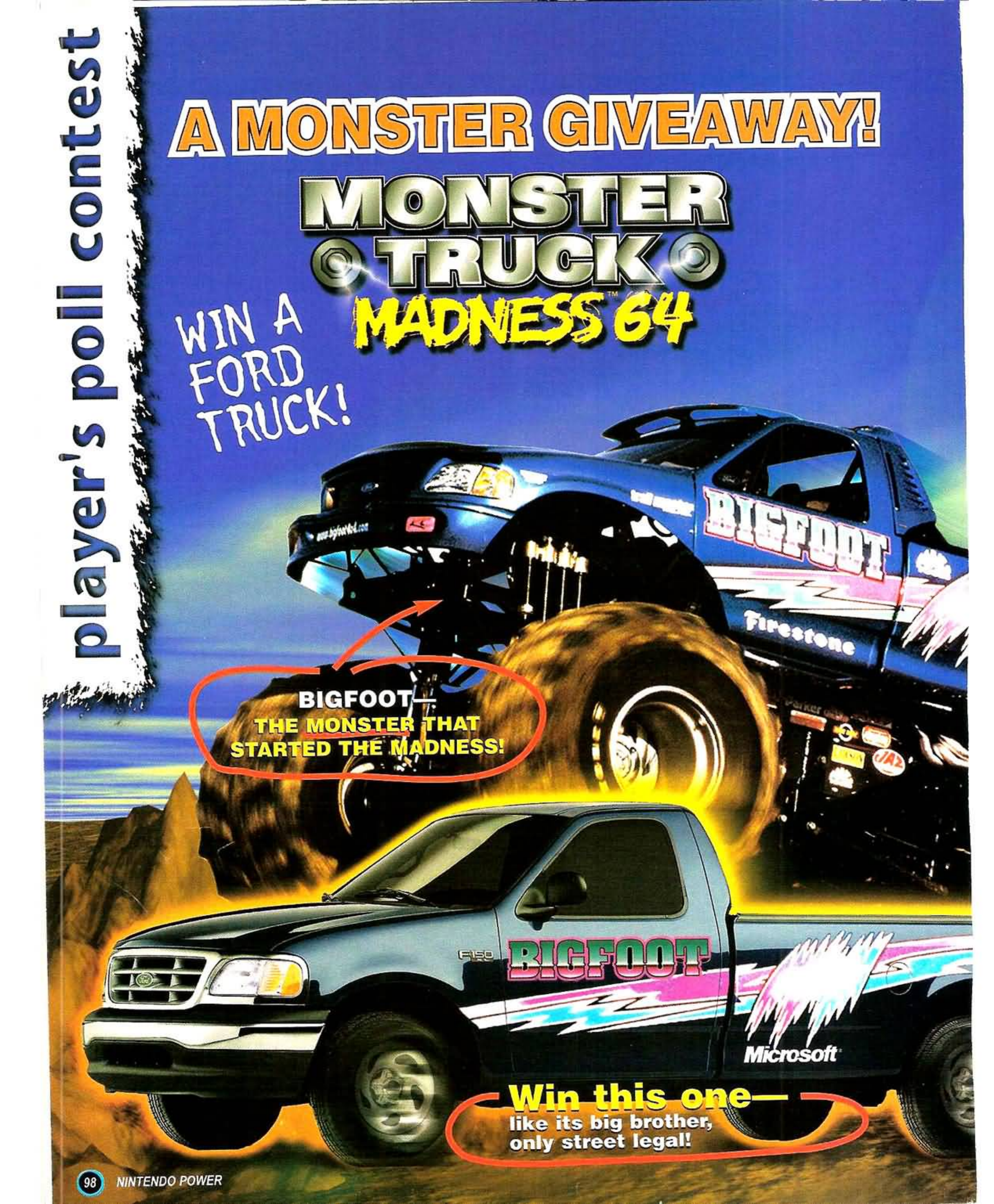
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BIGFOOT—
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From Peg Perego
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Grand Prize: A Ford F-150 pickup truck and a Monster Truck Madness Game Pak for the N64, approximate retail value (ARV): $17,800.00. Actual vehicle and decals may differ from the one pictured. Model, year and color are subject to availability. Second Prizes: Five (5) entrants will each win a Monster Truck Madness Game Pak for the N64 and a battery operated ride-on truck, ARV: $210.00. Third Prizes: Fifty (50) entrants will each win a Nintendo Power T-shirt, ARV: $20.00.
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THE CHALLENGES

THROWING DOWN THE GAUNTLET

So far, we've asked for your best Podracing times for Vengeance, Abyss, Fire Mountain Rally and Scrapper's Run. This month we're asking for your best three-lap track times for any of the other courses. And be quick about it—the Jedis are relying on you.

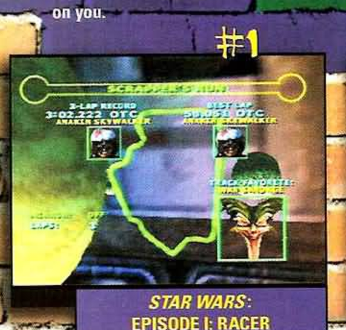
TIME ATTACK

It may be pocket-sized, but Kemco's Top Gear Pocket has as much high-octane power as an 18-wheeler. TGP is the first force feedback Game Boy game, and if you can roll into first with a record Time Attack time, send it in to enter Arena.

A BUG'S CHALLENGE

March those teensy ant legs to Challenge Mode in Disney's A Bug's Life for the N64. Complete any of the game's challenges in a shorter blip of time than a fly spends on earth, then photograph your record time and send it in for a chance to win Power Stamps.

#1



STAR WARS: EPISODE I: RACER

#2

GRASSLAND
TARNAG
4296m×3LAPS



BEST03:28:08

TOP GEAR POCKET

#3

Blue Challenge 4
Training
Collect 20 Grain
Time Allowed
00:30
Best Time
00:14.3
Accept Decline

DISNEY'S A BUG'S LIFE

WHO AM I?

Focus! Focus! Pokémon Snap hits stores in late July, so we'd better figure out how to take better pictures (at least we remembered to remove the lens cap). In the meantime, see if you can identify who the blurry subject of this Pokémon picture is.

NP SCOREBOARD

F-ZERO

Best Times for Silence (Vol. 112)

Douglas Nelson, Hunt, TX	1:55.57
Donny Wise, North Little Rock, AR	1:58.75
Jonathan Bryant, Burlington, NC	2:03.68

Best Times for Mute City III (Vol. 112)

David Guertin, Southington, CT	1:58.75
Donny Wise, North Little Rock, AR	2:03.83

Best Times for Death Wind II (Vol. 112)

Donny Wise, North Little Rock, AR	2:10.40
Jonathan Bryant, Burlington, NC	2:15.12
Doug Fullerton, Milford, MI	2:16.17

Best Times for Red Canyon II (Vol. 112)

David Guertin, Southington, CT	2:18.47
Donny Wise, North Little Rock, AR	2:19.44

Best Times for Port Town II (Vol. 112)

Donny Wise, North Little Rock, AR	2:23.13
David Guertin, Southington, CT	2:25.27
Joseph Cooper, Portage, MI	2:32.01

Best Times for Fire Field (Vol. 112)

Tim Allen, Seaside, CA	3:23.72
Douglas Nelson, Hunt, TX	3:26.51

Best Times for Mute City II (Vol. 112)

Donny Wise, North Little Rock, AR	2:05.70
Jonathan Ross, St. Louis, MO	2:10.02

Best Times for Port Town I (Vol. 112)

Douglas Nelson, Hunt, TX	1:43.44
Donny Wise, North Little Rock, AR	1:47.44
Jonathan Bryant, Burlington, NC	1:51.98

QUIZ

WHICH IS MORE?

Are there more species of Pokémon than there are species of canine? Does a level of Banjo-Kazooie have more Jinjos than a New Beetle has windows? In this quiz, real world items are more or less paired with gaming world items. In your best estimation, guess which of the two has the higher number value. And for what it's worth, we'll print the answers next month.

Example The number of playful friends starring in the TV show Friends	< >	The number of playable monsters starring in Rampage: Universal Tour
1. The number of years it's taken Stone Cold Steve Austin to reach the top of the WWF	< >	The number of years it takes Link to awaken from his slumber in the Temple of Time
2. The number of times the Beastie Boys sing "party" in "Fight for Your Right (to Party)"	< >	The number of coins the Bowser Kids charge for a dice game in the Eternal Star in Mario Party
3. The atomic number for gold	< >	The Pokédex number for Golduck
4. The average number of calories for a 100-gram serving of tomatoes	< >	The price in rupees for the first Magic Bean you purchase in The Legend of Zelda: Ocarina of Time
5. The number of seasons Gilligan's Island ran on television	< >	The number of balloons Sherbet Island requires for entry in Diddy Kong Racing
6. The number of floors in the Empire State Building	< >	The number of the Empire's forces you must destroy to win a *Star Wars*: Rogue Squadron gold medal in the Prisons of Kessel
7. The height in feet of the Eiffel Tower	< >	The price in Banjo-Kazooie musical notes to enter Grunty's Furnace Fun
8. The running time of the theme song "Anakin Defeats Sebulba" from the *Star Wars*: Episode I The Phantom Menace soundtrack	< >	The fastest possible time it takes Anakin to defeat Sebulba in a one-lap race in the Boonta Classic in *Star Wars*: Episode I: Racer

In Diddy Kong Racing, can you win Taj's Car Challenge by sliding the entire time?
—A Twisted Challenge from Ryan Hadenfeld of Shawnee, KS

As a termite in Banjo-Kazooie's Mumbo's Mountain, can you get all of the Jinjos without collecting any notes?—A Twisted Challenge from Taryn Dams of Campbellville, ON

BANJO-KAZOOIE

Best Times for Freezeezy Peak (Vol. 113)

Merri Bohn, Indiana, PA	21:29
Fidel Dominguez, West Covina, CA	22:56
Robert Hill, Hollywood, FL	22:56
Gregory Athons Jr., Ogden, UT	23:03
Timothy Hartunian, Lakeside, MT	24:02
Anthony Bolton, Orlando, FL	24:19
Andrew Konieczny, Etobicoke, ON	24:51
Kevin Ries, North Bend, OH	25:03
Janet Ohlsson, Redwood City, CA	26:19

Best Times for Gobi's Valley (Vol. 113)

Timothy Hartunian, Lakeside, MT	18:06
Gregory Athons Jr., Ogden, UT	20:44
Merri Bohn, Indiana, PA	21:23
Jed Ryan Rivero, San Jose, CA	22:31
Robert Poursine Hill, Hollywood, FL	23:33
Michael Tenney, Honolulu, HI	23:38
Anthony Bolton, Orlando, FL	19:50
Brandy Monsma, Chesapeake, VA	24:02
Adam Bois, Sarasota, FL	24:38
Chris Ewen, Brewster, NY	24:51

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than September 10, 1999.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 122

NAME THE GAME
Bombchu Bowling Alley

PUTTING THINGS IN PERSPECTIVE
A. Inferno Isle, Beetle Adventure Racing
B. Nuke, Forsaken 64
C. Rendezvous on Barkhesh, *Star Wars*: Rogue Squadron
D. Treasure Trove Cove, Banjo-Kazooie
E. France, Cruis'n World

WHAT'S MY LINE?
1. Wedge Antilles, *Star Wars*: Rogue Squadron
2. The announcer, Beetle Adventure Racing
3. Ness, Super Smash Bros.
4. Watto, *Star Wars*: Episode I: Racer
5. Gex, Gex 64: Enter the Gecko
6. Leftfield/Lydon, All-Star Baseball 2000
7. Fatboy Slim, FIFA Soccer '99

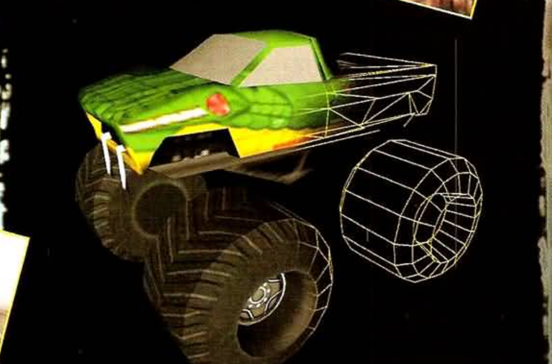
MONSTER TRUCK MADNESS 64™

Have you found yourself wishing for a little more power in your racing games? Have you ever had a strange desire to play traditional sports using oversized equipment and big ol' trucks? Then prepare to cultivate a fine case of road rage.

LOOK OUT BELOW!

Anyone who's witnessed a Monster Truck competition firsthand could tell you that the name fits the sport. These behemoths resemble ordinary trucks the way Frankenstein resembles your average Nintendo Power writer, and as a result, Rock Star's game drives like no other racing title on the N64. Fully loaded with plenty of racing and unsportsmanlike conduct, MTM 64 is bound to bring out the beast in even the mellowest gamer.





MONSTER MASHERS

You may want to park your minivan far, far away from these freaks of automotive nature. This game is loaded with all of the licensed legends from the world of Monster Truck competition. MTM 64 lets you wreak havoc in 20 fly rides, from the pioneers that started crushing cars in the early eighties to newcomers that just want a slice of demolition pie.

BEAR FOOT



The second Monster Truck ever created, Bear Foot got its name because its owner used to drive around with two bears named Sugar and Spice in the back.

POLICE TRUCK



Wouldn't it be cool to pull someone over in this juggernaut? Nobody wants to get in trouble with the law when the Police Truck's on the beat.

WILDFOOT



One of the many evolutions of the original Bigfoot Monster Truck, Wildfoot holds its own among the meanest competition out there.

STINGER



After gaining infamy as the WCW Hulkster, this truck switched allegiance and now gives competitors a close-up look at Sting's gruesome face.

BLACK STALLION



The Black Stallion 2000 is the second Black Stallion incarnation. It doesn't look much like the Ford F-150 pickup it started life as, does it?

SNAKE BITE



Another spawn of Bigfoot, the Snakebite is a fearsome sight to behold. Watching this fanged cruiser bearing down on you is no kind of fun.

SAMSON



Featuring a pair of heavily muscled arms befitting the legendary strongman, Samson was designed around the American Gladiators television show.

RAMPAGE



The Rampage began life as a '96 Dodge Ram pickup. It hails from Kentucky, but don't expect any southern hospitality out of this Monster Truck.

OVERKILL



This Ford F-350 supercab pickup is so light it actually had to have weights added to make it heavy enough to be allowed to race on tour.

THE OUTSIDERS



Another WCW truck, The Outsiders represents the close-knit splinter faction of the nWo. Its skeletal design is among the most intimidating.

NITEMARE



The Nitemare sports the same resilient suspension of the rest of the Monster Trucks, but the vivid, blood-red design makes it fearsome.

MONSTER PATROL



A 1996 Chevrolet pickup, the Monster Patrol still sports a big wing spoiler on its back as an homage to its mud-racing days as the "Mud Patrol."

HOLLYWOOD HOGAN



The nWo's Hogan lent his enormous pipes to the sides of this Monster Truck, giving it a look much like Samson. Care for some arm wrestling?

THE HITMAN



Rounding out the WCW Monster Truck presence, The Hitman's purple truck will let you have a pro wrestling vehicular free-for-all to settle who's best.

FIRESTONE



The Firestone Wilderness certainly looks like it could tame most of what nature has to offer. This truck also started out as one of the Bigfoot clan.

EXECUTIONER



The Executioner truck had some hard luck in the early nineties, but a 1996 award for Monster Truck of the year got it back on track in a big way.

GRAVE DIGGER



After starting out as a mud-bogging mongrel in 1981, the Grave Digger's unique body and spooky paint job have made it a mainstay of the tour.

CAROLINA CRUSHER



Another of the old guard, the first Carolina Crusher came to be in 1985 and hasn't looked back since. It's been upgraded with the newest technology.

BOOGEY VAN



Not only is the Boogey Van the only Monster Truck van on the tour, it also happens to be the only one driven by a woman and a formidable foe.

BIGFOOT



The tour's elder statesman, Bigfoot, was the forerunner of the Monster Truck phenomenon. Many of the trucks on tour began their careers as a Bigfoot.

TONS OF FUN

There are all kinds of ways to take your new monstrous wheels out for a spin. You can race against friends or computer trucks, play bizarre truck sports, burn around in an automotive game of tag or just drive through the landscapes pulling huge airs. Whatever you choose, it'll take a little practice getting used to the trucks--they don't exactly handle like sports cars.

EXHIBITION AND CIRCUIT

- *Graveyard*
- *Ruins*
- *Junkyard*
- *The Heights*
- *Voodoo Island*
- *Greenhill Pass*
- *Wastelands*
- *Aztec Valley*
- *Alpine Challenge*
- *Death Trap*

Racing single exhibitions is a good idea to begin with, because the touchy steering and powerfully elastic suspension involve a bit of a learning curve. Once you do master it, you'll be able to chew the competition up in a full circuit. For variety, mess around with the different weather and daylight settings—some combos will truly test your skill!

SNOW DAY



When the flakes start falling, they quickly collect to a foot or more of snow that obscures the track. Keep an eye on your map, and if you collect a Nitro, use it carefully so you don't fly off course.

FREE AS A BIRD



You'll quickly find that the combination of huge shocks, fat tires and unpredictable terrain will frequently launch you airborne. Be sure to go off jumps straight or you'll be guaranteed to roll when you land.

HANG TIME



The Super Jump is nothing to take lightly. By giving you a massive push up and forward, this handy device can either propel you into first place or launch you over the nearest mountain range. Use only as directed.

SLIP 'N' SLIDE



A well-placed Oil Slick will send anybody in the vicinity slewing out of control, but bear in mind that you're not immune to it, either. Remember where the slicks are and avoid them at all costs to stay ahead.

TOY TRUCKS



Somehow, the other Monster Trucks just don't seem as fearsome when they're shrunken smaller than a Yugo. The Shrink Bomb will split into three pieces and turn each of your opponents into cute model-sized vehicles.

UP, UP AND AWAY!



This is by far the coolest power-up to be had in the game. The Hover item rotates your tires up into the truck body and kicks in air jets that allow you to fly through the air with the greatest of ease.

COMING THROUGH!



If you get muscled into the back of the pack, pick up a three-pack of Homing Missiles and let fly on the leader. These friendly projectiles will seek out a Monster Truck and send it flying off the beaten path.

STEP OFF



If other trucks invade your personal space, use the Shield to convince them to move on down the line. A flickering blue sphere of electricity will violently repel any drivers that come in contact with it.

NOW YOU SEE IT...

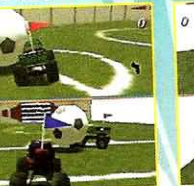


Enabling the Invisibility power-up will make your truck seem to blink out of existence to other drivers. While you're transparent, you can drive through trucks and other solid objects without losing speed.

SOCCER

Straight-up racing is plenty of fun, but there's more than one way to lunch a Monster truck. Take, for example, soccer. You, some friends, large trucks and a gigantic soccer ball. If you want more physical contact during races, you'll get your wish in this arena as you pilot your Monster Trucks like World Cup strikers. You can't do any crazy goal dances, though.

ON THE BALL



Sure, you need to control the ball if you want to score, but you should also concentrate on knocking your opponent senseless first so you can get a clear shot at the goal.

TAP-IN



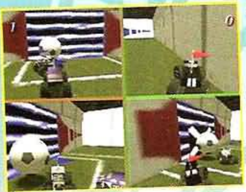
Once you get it lined up, a solid pop from your fender will do the job. In case you get turned around in the heat of the battle, a giant X will keep you from scoring on yourself.

TAG TEAM



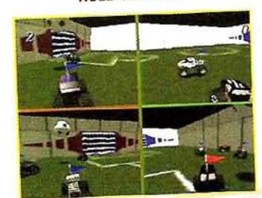
If you just can't beat one of your pals, team up with a friend and play a little two-on-one. It's not easy—coordinating two vehicles can be as hard as playing alone.

CLEAR A PATH



When playing two-on-two, try to pass as often as possible. It's also smart to have one designated ball handler and one truck that knocks opponents out of the way.

HOLD THE FORT



Another way to manage team Soccer play is by leaving one truck behind to guard the goal. Having one offensive player and one goalie keeps it simple and often works best.



HOCKEY

Soccer's all well and good, but Hockey embodies the idea of Monster Trucks a little better. Heavy checking is just as important as lithe movement on the ice, and if there's one thing that Monster Trucks do well, it's checking. Getting your tires to bite on the ice is iffy at best, and as a result, controlling the giant truck tire that acts as a puck is not easy.

DON'T GET CORNERED



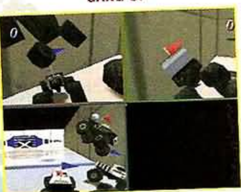
Try not to get checked into the corners, because the slick ice will make it difficult to maneuver out quickly. If you're trapped, pull back on the Control Stick to reverse out.

HIP CHECK



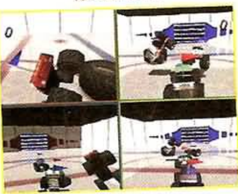
Even a slight nudge on the ice will send your opponents spinning out of control, so if they're charging the goal on a breakaway, aim your fender for the truck, not the puck.

GANG UP

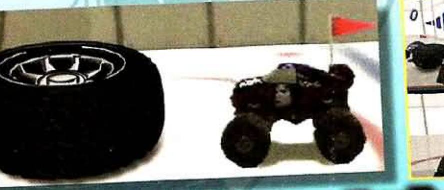


Along the same lines as Soccer, if someone's a little too dominant, try roughing him or her up in a two-on-one. One truck goes for the puck, the other slams the opponent into the boards.

ICE CAPADES



With four trucks on the ice at the same time, things become a little hectic. Since the constant collisions send trucks careening in all directions, winning is all about damage control.



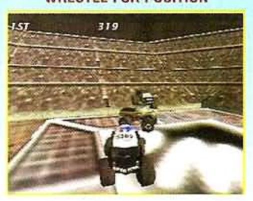
STAY HOME

It's once again a good tactic to leave one Monster Truck behind as a goalie. Since the puck never leaves the ice surface, just sitting in the middle of the goal will block most shots.

SUMMIT RUMBLE

Unlike Soccer and Hockey, the Summit rumble lets you play against up to three CPU opponents. It's basically a Monsterized version of king of the hill, and your goal is to occupy a chunk of real estate in the center of an elevated platform for as long as possible. Obviously it's in your best interest to remove all other trucks from the immediate vicinity.

WRESTLE FOR POSITION



It's fitting that the nWo logo is on the platform, because the fighting gets pretty wild. If you broadside someone while airborne, you'll send the truck packing.

REGROUP



If you get knocked off, drive around the outskirts to find the best possible line back on. Wait until your opponents are squabbling up top, then charge from behind!

ON EDGE



Pushing opponents just over the edge of the platform is ideal, because it can cause their trucks to become wedged between the platform supports and the dirt launch mounds.

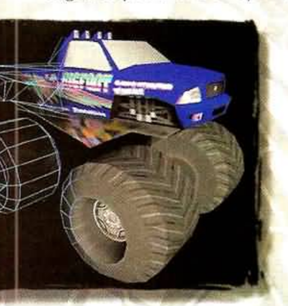
FOUR-PLAYER MAYHEM



It doesn't get much better than this free-for-all. Since it's every truck for itself, you'll see all loyalties washed away in a torrent of T-bones, endos, dry hops and power outs.

CHASE

The Chase is one of the more novel concepts we've seen in a racing game. You'll have a certain amount of time to run a race, hitting checkpoints all the way. The kicker is that one to three of your pals will be representing the law in these here parts, and it's their mission operative to keep you from finishing the race in the allotted time.



FIRE AWAY

You'll need every item you can track down to stay out of the clutches of the police, but since the cop trucks are outfitted with regenerating Shield capacity, they may avoid your attack.

GRAB A FOOTFUL



If you can find a Nitro, hold on to it for an emergency. If the Man's on the verge of busting your truck up, give a blast of the afterburners to put a little distance between you.

THEY'RE EVERYWHERE!



With a few well-placed Homing Missiles you can probably evade a single cop with ease, but when you're up against three of them you're in for a serious run for the border.

TAG

Yet another variation on the Race Mode turns all of the tracks into play yards where you can enjoy a nice, old-fashioned game of tag. The person who is "it" has his or her truck transformed into an enormous chicken that squawks its way around in pursuit of the others. You'll gain points for every second that you avoid the chicken's touch, so make like a vegetarian!

THAT CHICKEN'S ARMED!



There's nothing stopping you from using every means at your disposal to catch the other trucks. Shrink them, hit them with Homing Missiles, or use a Nitro to catch up in an eyeblink.

STAY ON TARGET



If your opponent is always a step ahead of you, try maneuvering his truck out beyond the borders of the map. If he gets too far afield, he'll automatically become the chicken.

SHARE THE WEALTH



When you're playing with four players, everyone who's not "it" will accumulate points at the same rate. It may serve you well to try to help the chicken catch one of your pals.

STEALTH POULTRY



When you're "it," you'll be able to spot the others on your map, but they won't be able to see you. Use their radar blindness to sneak up on them and apply the truck tag.

GAME BOY COLOR

Pocket Bowling

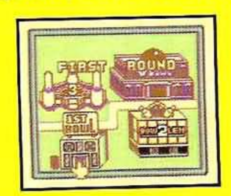
EVERYONE E CONTENT RATED BY ESRB

JALECO

Official Nintendo Seal of Quality

Like having a bowling alley in your hip pocket!

Pocket Bowling for Game Boy Color features all the skill and action of the real thing. Control the speed, the spin and the aim of your ball; you can even decide how much wax to put on the lane! Strikes, spares and the dreaded 7-10 split are all a part of the action as you select one of several talented bowlers to lead you toward that elusive 300 game.








www.jaleco.com







SPAWN™

TODD McFARLANE ENTERTAINMENT

Just in time for the third season of the HBO Animated Series *Todd McFarlane's Spawn* comes Konami's take on the hellborne hero. The sidescroller is true to the show, but how it plays out is up to you. There's just no rest for the wicked.

Comic book artist extraordinaire Todd McFarlane has spawned a monster, and Konami is unleashing his creation on Game Boy Color with a vengeance. McFarlane's *Spawn* comics tell the tale of a betrayed hero who, after being slain by fellow government agents, finds himself condemned to serving in hell's army as a Hellspawn bound in a supernatural, symbiotic costume. *Spawn* has exploded into one of the decade's best-selling comics, inspiring an equally popular line of action figures, an animated series, a feature film and an upcoming sequel. Hoping McFarlane's Midas touch will gild its game with megahit potential, Konami has translated *Spawn* into an action sidescroller playable only on Game Boy Color. Programmed with three minutes of digitized voice, the game marches out a hit parade of villains introduced in *Spawn* #1 to #25. But unlike Spawn himself, you won't have the devil to pay—this month, NP covers the entire game.







Power
Among the collectibles in the game is the Spawn icon. Hellspawn have limited earthly power, and this icon will replenish Spawn's energy.



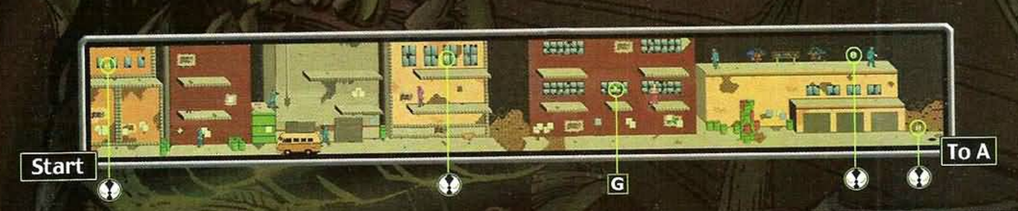
Gun
G is for Gun, which will enable Spawn to attack enemies from long distances. The Gun has limited ammo and can fire to the left, to the right, and up.



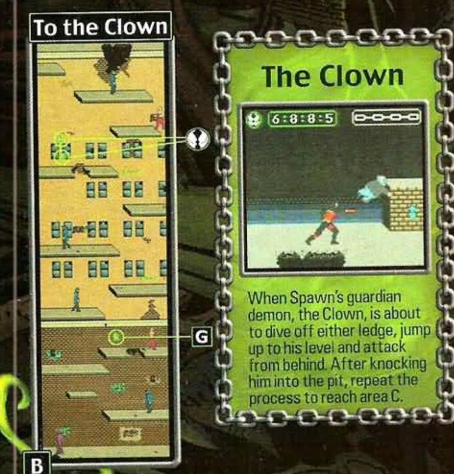
Machine Gun
To fire more bullets faster than the Gun can bang out, seek out an M symbol, which will arm Spawn with an automatic weapon.

Spawn Alley

When hell returned Al Simmons to earth as Spawn, he emerged in the backalleys of the Bowery, where Chapter 1 of the game appropriately begins. As you trudge through the district's back-streets past rabid dogs and graffiti hyping Korn (McFarlane's most recent pet project was animating the band's music video), punch all thugs and duck shirtless bald men who tote machine guns.

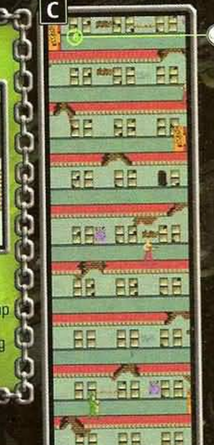






The Clown

When Spawn's guardian demon, the Clown, is about to dive off either ledge, jump up to his level and attack from behind. After knocking him into the pit, repeat the process to reach area C.



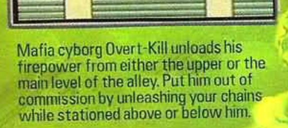


Bat out of Hell



Once you're beneath the city streets, the bats that hover overhead will dive-bomb you. Avoid jumping into their flight paths, and when one swoops down to attack, duck to stay out of its reach.

Overt-Kill



Mafia cyborg Overt-Kill unloads his firepower from either the upper or the main level of the alley. Put him out of commission by unleashing your chains while stationed above or below him.

The Chase

Chapter 2 rolls out nonstop sidescrolling action as Spawn races across town on a motorcycle. And there's no easy riding in this level—enemy cyclists and motorists jam the city's mean streets. On one of them lurks Billy Kincaid, the criminal whom the former Al Simmons was hired to dispatch. Reborn as Spawn, Simmons will finally have his chance to finish the job and stop Kincaid's crime sprees.

Undead and Kicking



Some motorcyclists will ram you from behind, while others will slow down in front of you. Hit B to kick cyclists who are eating your dust or pop a wheelie by hitting A to bulldoze riders who are in front of you.

Vehicular Assault



You can't attack the skier, but you can blast the cars if you nabbed the machine gun at the beginning of the dock area. If you shoot the cars until they emit smoke, they'll retreat off screen.

Motorpsychos



After you've defeated Billy Kincaid, cyclists riding blue bikes will cruise onto the scene. Attack them with kicks rather than wheelies, since they'll leave behind bombs to fend off tailgaters.

Billy Kincaid



At the end of the docks, collect the two guns. When you reach Kincaid, he'll throw cans at you, so put a stop to him with a steady barrage from your firearms.

Priest

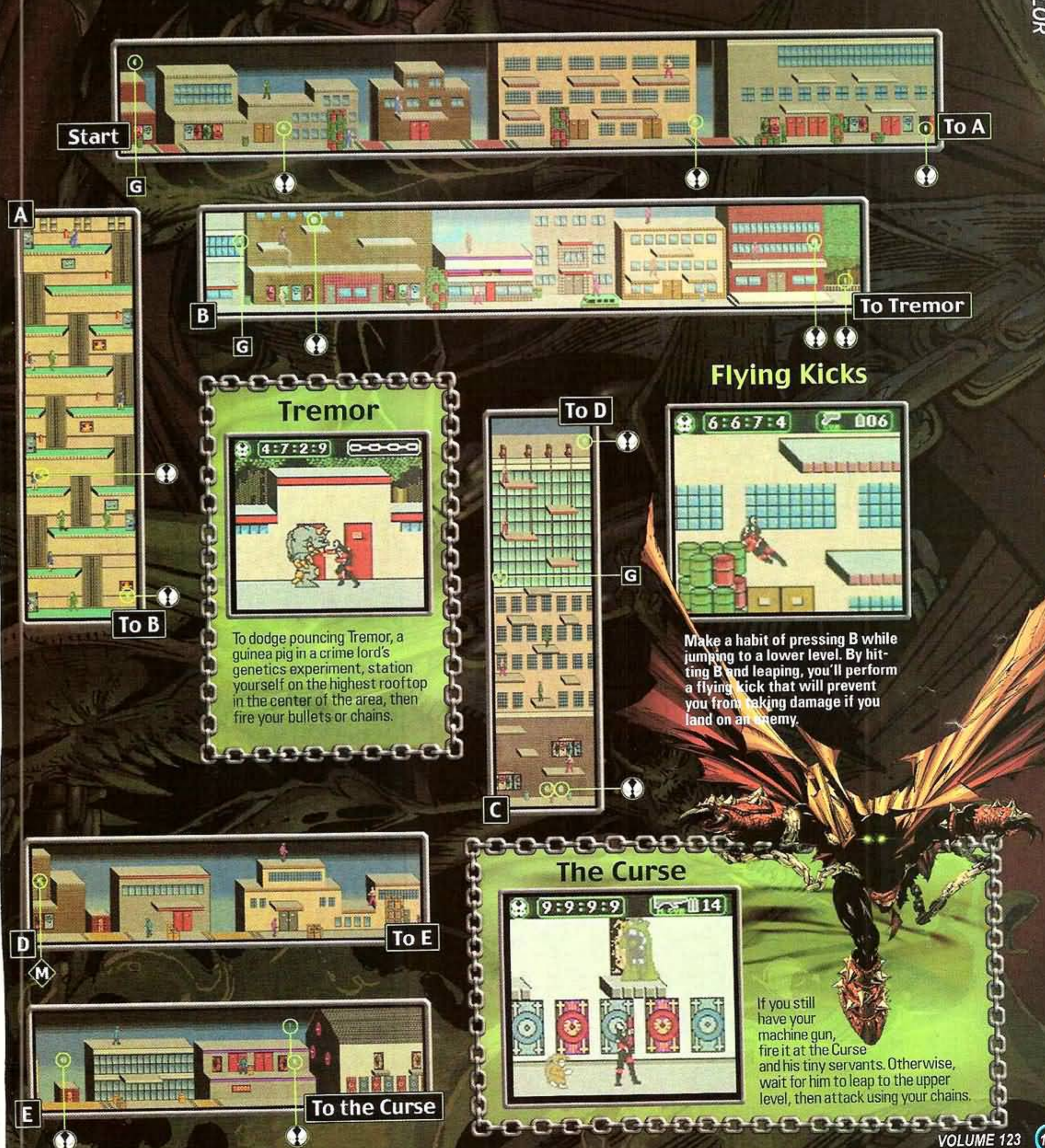


Priest wields a machine gun, and she'll fire off a few bullets at a time. Duck her assaults, then close in on her once she stops firing so you can grab the gun.

City Lights

Back on foot in the city, Spawn ventures through territory similar to Spawn Alley. Neither bats nor dogs populate the town, but two fiercer foes reside beneath the City Lights: Tremor and the Curse.

If you can, conserve bullets by dodging the city's thugs so you can confront Tremor and the Curse with a loaded weapon. If you're armed, you'll prove a dangerous adversary for both enemies.



Tremor

To dodge pouncing Tremor, a guinea pig in a crime lord's genetics experiment, station yourself on the highest rooftop in the center of the area, then fire your bullets or chains.

Flying Kicks

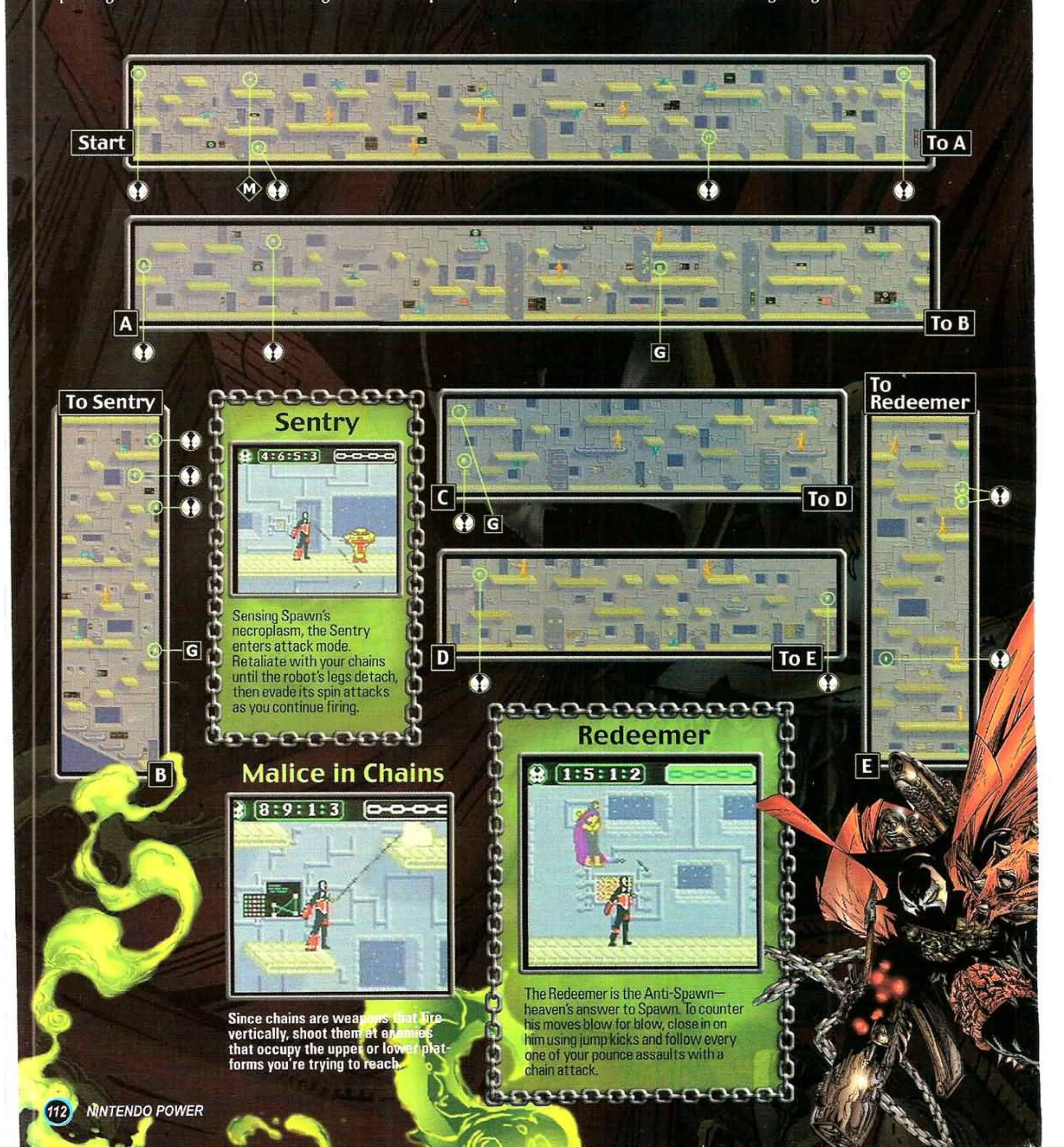
Make a habit of pressing B while jumping to a lower level. By hitting B and leaping, you'll perform a flying kick that will prevent you from taking damage if you land on an enemy.

The Curse

If you still have your machine gun, fire it at the Curse and his tiny servants. Otherwise, wait for him to leap to the upper level, then attack using your chains.

Angel Orbiter

The last place a Hellspawn wants to be is in the heavens aboard the Angel Orbiter. In outer space, Spawn becomes an unlikely passenger for the Orbiter, infiltrating the satellite protected by robotic and alien personnel that detect and detest his evil origin. To counter their assaults, attack while ducking, since most of the enemies stand or fire at waist-high height.



Sensing Spawn's necroplasm, the Sentry enters attack mode. Retaliate with your chains until the robot's legs detach, then evade its spin attacks as you continue firing.

Since chains are weapons that fire vertically, shoot them at enemies that occupy the upper or lower platforms you're trying to reach.

The Redeemer is the Anti-Spawn—heaven's answer to Spawn. To counter his moves blow for blow, close in on him using jump kicks and follow every one of your pounce assaults with a chain attack.

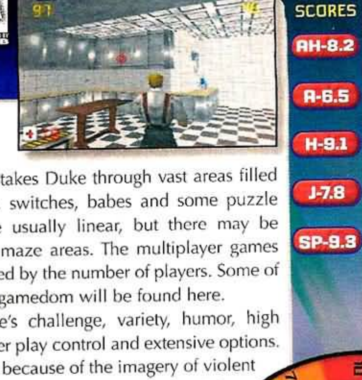

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Disney Interactive
Digital Eclipse
Game Boy Color
www.activision.com

DUKE NUKEM: ZERO HOUR

- GT Interactive/256 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- One-player adventure
- Multiplayer Modes
- Two difficulty settings

MATURE





SCORES

AH-8.2

A-6.5

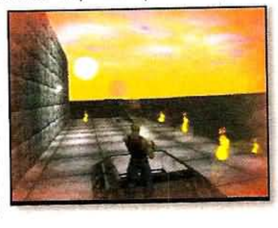
H-9.1

J-7.8

SP-9.3

Duke takes his special brand of macho mayhem back in time.

GRAPHICS The settings, animation, and characters including Duke and his enemies drip with personality and attitude. The 3-D cinematic sequences tell the tale and add touches of mature humor. Zero Hour also includes settings for Normal, Medium and High Resolution, and you won't need an Expansion Pak.



PLAY CONTROL Players can choose from eight pre-set controller configurations, auto aiming settings and an auto centering function. The movement, speed and hit detection are all very sharp.

GAME DESIGN The adventure game takes Duke through vast areas filled with items, enemies, switches, babes and some puzzle elements. Levels are usually linear, but there may be obstacles and some maze areas. The multiplayer games are mayhem multiplied by the number of players. Some of the best weapons in gamedom will be found here.

SATISFACTION There's challenge, variety, humor, high quality graphics, super play control and extensive options. It's also rated Mature because of the imagery of violent gunplay and Duke's suggestive comments, so it's definitely for older players.

SOUND The quality of Duke's voice and the variety of his Dukisms are staggering.

COMMENTS **Henry**—*Tons of carnage and humor, depth and substance.*

GRAPHICS=7.8 PLAY CONTROL=7.3 GAME DESIGN=8.1 SATISFACTION=8.3 SOUND=7.8

7.9 OVERALL RATING

HYBRID HEAVEN

- Konami/128 Megabits
- 1 player
- Controller and Rumble Pak compatible
- Expansion Pak enhancements

TEEN



SCORES

H-7.1

J-8.9

H-7.4

SP-8.5

S-7.5

The truth isn't out there. It's inside the N64.

GRAPHICS Through dramatic camera movements and elaborate 3-D cinematic scenes, Hybrid Heaven masterfully tells a complex story of deceit and alien conquest. The characters and settings look good even for relatively low polygon models, and the Expansion Pak makes all of it look even better.

PLAY CONTROL Control is divided into two types in this game. In the action sequences, you'll control your character's movement and the use of a droid zapper. In head-to-head battles, the game switches to a menu based system. It takes a little getting used to, but the effort is worth the reward.

GAME DESIGN Konami has created a very rich, futuristic world and an interesting new interface. The main character changes and gains strength and experience as the game and plot progress.

SATISFACTION There may not be as much action as some players expect, but the overall mix will keep most players enthralled.

SOUND The music is fitting for the dark future portrayed in the game. Little use of voice was used, probably to save on memory space and squeeze this game into 128 Megabits.

COMMENTS **Scott**—*Adventure and sci-fi fans will be in heaven.* **Henry**—*The story line is cool and keeps the player involved.*

GRAPHICS=7.6 PLAY CONTROL=7.4 GAME DESIGN=8.4 SATISFACTION=7.8 SOUND=8.0

7.9 OVERALL RATING



BASSHUNTER 64

- Rock Star/64 Megabits
- 1 player
- Controller and Rumble Pak compatible
- 3 game save files
- 2 lake regions

EVERYONE E CONTENT RATED BY ESRB



SCORES
AH-6.7
D-6.3
N-7.5
SP-8.2
S-7.1

The bass wars begin with this fighter from Rock Star.

GRAPHICS Realism was the watchword during the development of this fishing sim, and realism is what players will get. Every aspect of tournament bass fishing has been reproduced with care. The casting animations are the best ever, and the realistic appearance of the water and surrounding shore will transport you onto the lake. If there's a weakness, it might be that your view of the fish is limited, but what you do see of your fish is, again, very realistic.

PLAY CONTROL The visual detail in this game is matched by the play control. Obviously the Rumble Pak is the perfect accessory for this game, but the use of the analog Control Stick gives you the control to realistically set the hook and jiggle lures.

GAME DESIGN Each tournament takes place on a series of lakes, and the contests range from half-day affairs to multiple day marathons. You'll also be able to go fish at any lake or time in the Fish for Fun Mode.

SATISFACTION Anglers have waited patiently for a world-class fishing game for the N64. Rock Star is rewarding them with this excellent bass game.

SOUND The use of sound in Bass Hunter is subtle but superb. The ambient sounds include birds flying by or chirping in the reeds.

COMMENTS **Scott**—*It's easy to get hooked by the details, but the game is fun, too.* **Nate** —*The fish are smart and hard to catch.*

GRAPHICS=6.8 PLAY CONTROL=7.6 GAME DESIGN=7.2 SATISFACTION=7.2 SOUND=6.6

7.1 OVERALL RATING

LEGO RACER

- LEGO Media/128 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible
- 12 tracks
- 6 circuits
- Build-your-own cars

EVERYONE E CONTENT RATED BY ESRB



SCORES
AH-7.3
J-8.5
H-5.4
N-6.5
S-6.2

LEGO builds a franchise on the N64.

GRAPHICS LEGO Racers makes use of the traditional LEGO bricks for cars, drivers, buildings and objects. The non-LEGO graphic elements fit well with the overall theme.

PLAY CONTROL The driving play control is simple and very much like Mario Kart 64. Super slides use the R Button and items are on the Z Trigger. The control during the building sequence is slightly more complicated but nothing that you can't master in a few minutes of experimentation or by reading the manual.

GAME DESIGN The development team at High Voltage struck just the right balance of building and racing. Even with the basic sets of bricks you can create unique, interesting vehicles. Then, by winning circuits and defeating champions, you can earn new brick sets. The racing is simple enough for young players but fun enough for anyone.

SATISFACTION The overall challenge level isn't enormous, but the overall fun level is excellent. One of the best ways to play LEGO Racers is as a two-player game, with each driver bringing his or her own custom car.

SOUND The music is a little frantic and annoying, but the sound effects are pretty good.

COMMENTS **Nate**—*Building the racer was by far the coolest part of this game.* **Jason**—*Basic racing, but LEGO is about building.*



GRAPHICS=7.5 PLAY CONTROL=6.2 GAME DESIGN=7.7 SATISFACTION=7.0 SOUND=6.3

7.0 OVERALL RATING



MONSTER TRUCK MADNESS

N64

- Rock Star/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- 10 tracks
- 4 extra modes

EVERYONE E CONTENT RATED BY ESRB

With tires the size of houses, these trucks are real monsters.

GRAPHICS The trucks are the star of this game, although most of the time you just see them from the rear. The tracks generally look pretty good, and some of the effects, such as splashing water, add to the sense of reality.

PLAY CONTROL The slow, drifting feel of these trucks may be fairly realistic, but most players will probably find it difficult to control them, particularly in areas with lots of hills or in rainy or snowy conditions. The hit detection for obstacles is much wider than the obstacles themselves.

GAME DESIGN Monster trucks were made for arena events, not cross-country, so it should come as no surprise that the multiplayer modes that take place in limited arenas provide the most monster madness. The one-player racing tracks are challenging because of the unusual play control. The use of power-up items adds an extra dimension.

SATISFACTION If you plan on playing MTM in the multi-player modes, you'll probably have a good time. But if you're looking for a one-player racing game, you may want to keep looking.

SOUND The music is fitting and the engine sounds are pretty good. There's also a commentator saying one-liners that can be amusing.

COMMENTS **Kyle**—*Actually, the soccer mode alone is reason enough to check it out..* **Nate**—*The racing is bland, but multiplayer is great.*

SCORES: AH-7.2, H-5.1, H-4.3, N-6.6, SP-6.3

GRAPHICS=6.7 PLAY CONTROL=4.8 GAME DESIGN=6.2 SATISFACTION=6.0 SOUND=6.2

OVERALL RATING 6.0

PAC-MAN: SPECIAL COLOR EDITION

GAME BOY COLOR

- Namco/8 Megabits
- 1 to 2 players simultaneously
- Passwords
- Game Link compatible
- 2 games included: Pac-Man and Pac-Attack

EVERYONE E CONTENT RATED BY ESRB

Dig into this double-helping of fun for Game Boy Color.

GRAPHICS The color graphics in both Pac-Man and Pac-Attack add to the playability of both titles on Game Boy Color. For instance, it's easy to tell which ghosts are vulnerable in Pac-Man since they turn blue. In Pac-Attack, the graphics look equally good, but the impact of color graphics on play may be less than in Pac-Man.

PLAY CONTROL The controls for both games are very simple, but they are responsive and true to the earlier versions of the games on Game Boy and other systems.

GAME DESIGN Pac-Man has both One- and Two-player Modes while Pac-Attack has a Regular and Puzzle Mode. The game play for Pac-Man is the same pellet-munching madness that has made the game a classic for two decades. Pac-Attack is a Tetris-inspired puzzle game in which little Pac-Men gobble up ghost blocks.

SATISFACTION Combining these two titles in one Game Pak, Namco has created a lot of value for players.

SOUND The sound is simple but fitting for each game.

COMMENTS **Scott**—*This is a great combination of games and a great value.* **Andy**—*Regular Pac-Man rocks, and the Pac-Attack puzzle game is the icing on the ghost.* **Nate**—*The original is perfectly reproduced, and Pac-Attack gives you replay value.*

SCORES: AH-7.4, D-6.8, J-8.2, N-7.6, SP-6.8

GRAPHICS=6.8 PLAY CONTROL=7.6 GAME DESIGN=7.4 SATISFACTION=8.0 SOUND=6.0

OVERALL RATING 7.3

V-RALLY '99

- Infogrames/8 Megabits
- 1 player
- Passwords
- 20 courses





SCORES: AH-6.9 · D-6.7 · J-7.7 · N-7.0 · SP-6.9

Smaller is better when it comes to VRally.

GRAPHICS Amazingly, this Game Boy Color racer manages to convey a real sense of speed with its scrolling roadway. The cars, modeled after real rally cars, look about as detailed as you could ask for on the small screen. The scenery even looks good because the programmers made excellent use of GBC colors.

PLAY CONTROL Much of the sense of speed comes from the excellent control of the cars in VRally. Although the actual controls are limited to steering, gas and brakes, the feel is tight—not an easy feat to accomplish.

GAME DESIGN Unlike the N64 VRally, which leaned toward being a rally simulation in which drivers race the clock, this exclusive Game Boy Color title always pits you against other drivers. There are lots of courses and even more challenge. In the Arcade Mode, you can try out any track.

SATISFACTION VRally provides speed and challenge for racing fans. Granted, the graphics use the old NES scrolling roadway to convey the sense of motion, but it seems to work pretty well in this case.

SOUND The motor sounds are particularly well done, although the music gets old quickly.

COMMENTS **Scott**—*I was surprised by the challenge and intensity of this little racer.* **Nate**—*For a Game Boy racing game it exceeded my expectations.* **Andy**—*This is better than the N64 version.*

GRAPHICS=7.8 PLAY CONTROL=7.0 GAME DESIGN=6.8 SATISFACTION=6.8 SOUND=6.6

7.0 OVERALL RATING



CHASE HQ

- Metro 3D/8 Megabits
- 1 to 2 players simultaneously
- Passwords
- 10 levels
- Game Link compatible





SCORES: AH-6.4 · D-5.5 · J-7.5 · N-6.3 · SP-6.4

A classic from Taito is back in the chase.

GRAPHICS The color version of Chase HQ doesn't look like a converted, older game. (Taito brought out a regular Game Boy version in 1990.) The colors are bright and the variety of different types of graphics helps convey the sense of the police chase. You begin with a cinematic sequence as the news of a crime arrives. Then you choose your drivers, set them at strategic interception points on a map, close in on the suspect and finally chase him down in the driving sequence.

PLAY CONTROL The driving sequence controls are fairly simple, although players can choose to use either Manual or Automatic transmissions. Controlling the cursors on the map during the map chase phase can be more difficult because you have to use menus rather than direct control.

GAME DESIGN This is a surprising little game that involves both strategy and driving. The original arcade game didn't have the strategic map element.

SATISFACTION Players who want a different take on basic racing games should check this one out. Once you master the controls, it will keep you busy fighting crime.

SOUND The Game Boy Color version has a simple tune and simpler sound effects.

COMMENTS **Andy**—*It's like a '70s cop show.* **Scott**—*Solid and surprising.*

GRAPHICS=6.2 PLAY CONTROL=6.4 GAME DESIGN=7.0 SATISFACTION=6.2 SOUND=5.6

6.4 OVERALL RATING



THE NEW SUPERMAN ADVENTURES







- All the super powers — flight, heat vision, super breath, super-strength, super speed and x-ray vision.
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- Watch "The New Superman Adventures" on the Kids' WB!



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GAME BOY



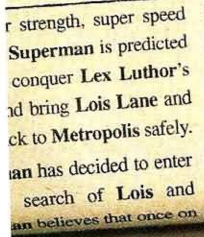


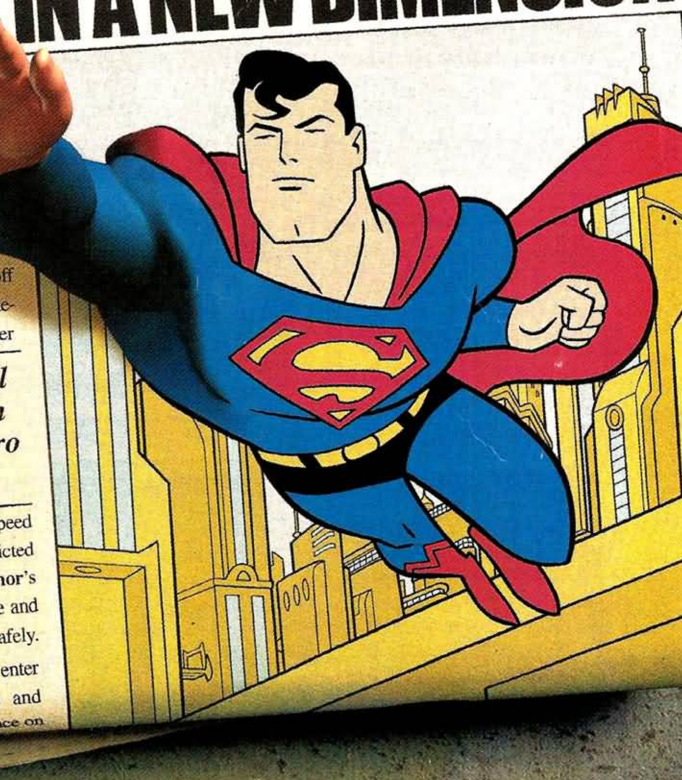














SPAWN

- Konami/8 Megabits
- 1 player
- Passwords
- 4 stages and 8 bosses
- 3 levels of difficulty

SCORES: AH-6.8, J-4.2, N-6.5, SP-5.1, S-6.8

Spawn crosses over from the hit comic series to Game Boy Color.

GRAPHICS The boss introduction screens look like real Spawn art, but the action areas of the game are more typical of a side-scrolling brawler with small characters and limited animation.

PLAY CONTROL Spawn is a great jumper, but his other moves are limited to walking, ducking, punching and shooting when you pick up a weapon.

GAME DESIGN With only four stages to clear, Spawn doesn't provide a lot of variety or challenge. The driving stage adds a little extra, but this game should have been twice as long. The bosses aren't particularly challenging, but there are two on each stage.

SATISFACTION Spawn fans will recognize the boss characters and some of the art. Since the game is short and the challenge isn't very great, players may feel as if something is missing.

SOUND The music is standard fare, but Konami did include actual conversations with the bosses. The voices are a bit gravelly but pretty good considering that they're on Game Boy Color's small speaker.

COMMENTS **Scott**—*There's not enough of the license in this game to make it interesting to fans, and the challenge is poor.* **Jason**—*Hardly worth the price of admission–it takes less than an hour to finish the entire game.* **Andy**—*Necroplasmic fun, but not enough.*

GRAPHICS=7.0 PLAY CONTROL=6.3 GAME DESIGN=5.2 SATISFACTION=4.8 SOUND=6.7

5.8 OVERALL RATING

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

- ANDY(AH)-Action, Adventures, Puzzles
- ARMOND-Fighting, RPGs, Adventures
- DAN-Action, Adventures, Sports
- ED-Sports, Puzzles, Action
- HENRY-Fighting, Action, Sports
- JASON-Adventures, Action, Puzzles
- KYLE-Sports, Simulations, Puzzles
- NATE-Adventure, Action, Sports
- SCOTT(SP)-Sports, Simulations, Adventures
- SONJA-Puzzles, RPGs, Fighting

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

- GAME DESIGN: 25%
- GRAPHICS: 20%
- SATISFACTION: 25%
- PLAY CONTROL: 20%
- SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

- All Ages
- Early Childhood
- Teen (13+)
- Mature (17+)
- Adult (18+)





Games that were released prior to the commencement of the ratings system are designated NR.



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Secret Police

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Grab your Game Boy and get behind the wheel! This all new hand-held version of the Arcade action classic combines strategy with fast-paced car racing thrills and spills.

You are in pursuit of a wanted criminal in a high-speed chase through the city! Your orders from Headquarters: CATCH 'EM AND CUFF 'EM... IF YOU CAN!

Action Game with Strategy and Simulation Elements

3 modes of play, 5 cars and cops to choose from

10 action-packed stages 2 more than the original Chase HQ!

Attack with guns, or use your wheels as a weapon to run 'em off the road

EVERYONE
E
CONTENT RATED BY ESRB



GAME BOY COLOR

COMPATIBLE WITH GAME BOY

GAME BOY COLOR — PUZZLE MASTER

GAME BOY COLOR — BUBBLE BOBBLE

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JET FORCE GEMINI

The maturing of a game.

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

RIDGE RACER 64

A classic runs again.

NFL BLITZ 2000

This sophomore season rocks.

GIANT DOSHIN

A Giant game comes from Japan.

STARCRAFT

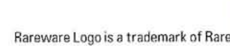
The battle for the universe begins.

JET FORCE GEMINI GROWS UP AND GETS A MAKEOVER

What makes a cool video game character? Many developers and artists have tried to understand and answer that question. But for every successful character such as Mario, there are dozens of characters who never seem to tickle the fancy of the game-playing public. The fortunes of companies have risen or fallen on the fate of new characters, so it's of extreme importance that when a new game is introduced, its characters are received with enthusiasm.

The three main characters in Jet Force Gemini—Juno, Vela, and Lupus the dog, ran into an identity crisis recently during some focus groups with game players of varying ages. The consensus was that the characters looked like little kids, and the older players didn't feel an affinity for them. Rare took a closer look and decided that the characters should grow up. The development team took the game's heroes back to the drawing board for a last-minute update. When the space-faring trio returned to Nintendo, they had gained about a foot of height and an equal measure of attitude. Lupus, who was pretty much loved by everyone, received the least change. But as you can see in the screen shots on this page, Vela and Juno have turned into heroic young adults with a serious mission to rid the world of Mizar's minions. It's a fitting change, because the game is an intense action romp with an emphasis on blasting bugs. Focus groups at Nintendo of America indicate that the new stature of the characters should play well with N64 fans who have been waiting for over a year for the release of this title. Now that the characters have grown up, the game is set to launch on September 27th. At Power, we predict it won't be the last we see of these three rising stars.





CLASSIC NAMCO RIDGE RACER GETS BREATH OF NEW LIFE ON N64

In a move that may surprise some, Namco has licensed one of its hottest properties to Nintendo for development. A development team working in association with Nintendo of America now has Ridge Racer 64 on track for release later this year in November. Namco has been involved in the process all along to ensure that the arcade style of the racer is maintained, but the development team has managed to include some unique features that will have Ridge Racer fans heading for the stores.

Nintendo storms the ridge

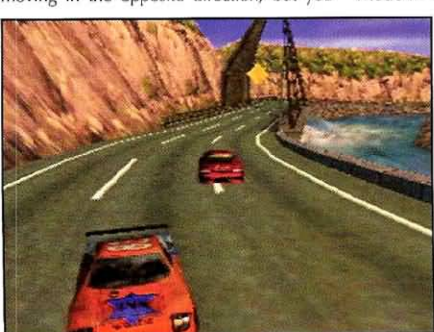
Ridge Racer was known for its great cars, high speeds, arcade handling, and the fact that it had just four courses. Ridge Racer 64 will be known for all of these things except that there will be more courses to race on. In fact, RR 64 includes all the courses from both Ridge Racer and Ridge Racer Revolution. But just saying that there are at least eight courses in the game can be misleading, since each of those courses contains a number of track variations that open up as you progress through the game, and you'll be able to drive courses in reverse to add even more variety to the mix. Even more exciting to many Ridge Racer pros will be the inclusion of all new roadways that were visible but not driveable in the original games. For instance, at the start of one original Ridge Racer track you could see a freeway off to the left, and later, inside a tunnel, you could see traffic moving in the opposite direction, but you could never drive on those roads. In Ridge Racer 64, those roads have been added to the racing program.





An N64 auto show

When Ridge Racer first appeared, its hot-looking cars stole the show. They looked so realistic that you just had to get behind the wheel and see what they could do. Ridge Racer 64 preserves the wow factor of the cars and actually makes them look better than ever. There's even a Garage Mode in which you can ogle your favorite road warriors as they glint in and out of the showroom lights. But when it comes down to the business of driving, Ridge Racer 64 offers some serious challenges, and the way you win is one of the most unusual. You'll begin with a choice of four cars out of about 20 in the game. You'll win new cars in the Time Trial Mode, in which you must beat the car that challenges you. Actually, the challenge is twofold. First, you have to win the Grand Prix event to open up the new Time Trial races, then you have to beat the challenger in the Time Trial to win the challenger's car.



Ridges have rumbles

Ridge Racer 64 will be loaded with options, modes and other features such as Rumble Pak support and multiple save files on the Game Pak. One of the more useful options is a window control that allows you to adjust the frame dimensions so that the game image fits on your TV screen without any loss of lines. You can also choose which instruments to show on the screen. When it comes to fun options, the two- and four-player game modes let players go head-to-head and even compete for trophies, and in the multiplayer Team Mode, players can play cooperatively or competitively for trophies. All of this wouldn't mean so much if the game didn't also look incredible and include a sweet replay camera. Fortunately, RR 64 is turning out to be in the same league as World Driver: Championship, so racing fans will have yet another reason to stomp the pedal this fall.





Speed, beauty, arcade-styling and MORE tracks...

Pak Play

Hands-on previews of upcoming games.

EA SPORTS GEARS UP FOR SUPERCROSS 2000

We recently headed down to EA to get a first look at Supercross 2000 and catch the official announcement of a multiyear sponsorship and licensing deal with Pace Motor Sports. Not only did we get to see Freestyle Champion Mike Metzger and some pals busting huge airs over the press conference, but we also took some sneak peeks at the rest of EA's stable, including Hot Wheels, Knockout Kings, WCW Mayhem and more.





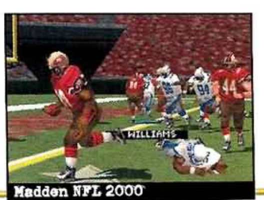
Supercross 2000

A real knockout

After seeing the future of motorsports, EA Sports-style, we were treated to looks at other games in progress. Knockout Kings 2000 was in the ring, sparring for our attention along with CyberTiger 2000, NBA Live 2000, Madden NFL 2000 and two titles from EA, Hot Wheels and WCW Mayhem. Knockout Kings 2000 will be the first boxing title for the N64, but not by much, as Midway's Ready 2 Rumble will probably chase it into the ring. But KK 2000 has the edge in reality because it includes most of the top pugilists of the past and present. It also has great play control, ease-of-use, excellent graphics and graphics options such as different camera positions, and some fun arcade elements including a super punch and combo moves.



Madden NFL 2000



Madden NFL 2000

The hottest wheels

Another of our faves at EA was the latest version of Hot Wheels. We've seen this game move from its early stages to a very promising stunt racer. The cars (all based on real Hot Wheels models) will be the main attraction, at least until players start flipping and spinning their wheels all over the wild courses. The Control Stick play control is intuitive, and the stunt moves are fun to watch. Other elements of the Hot Wheels universe can also be found in this game, including turbo boost stations and inverted loop tracks.

Madden, Mayhem and more

The other offerings from EA ran the range of video games. WCW Mayhem may prove to be the most popular of them all. The N64 version of EA's new wrestling franchise looks good and seems to have a solid play control system that emphasizes simple-to-learn moves. With 50 WCW wrestlers and a create-a-wrestler option that even includes custom names that will be announced at the beginning of the match, WCW Mayhem is striking right at the heart of the competition from Acclaim and THQ. Madden NFL 2000 includes enhancements all over the field, but one of the coolest is that the graphics of the players will accurately reflect their real sizes. In fact, collisions between players of different sizes will result in the smaller player having a tougher time of it, possibly losing ground. This year's version of NASCAR 2000 will now include racing legends including "The King" Richard Petty, Cale Yarborough and Bobby Allison. NBA Live 2000 will include facial animations and players shouting after great plays. Fans will also find a scenario mode and a one-on-one schoolyard game. Once again, the N64 version will feature a wild-action arcade mode. As for Tiger Woods, Cyber Tiger 2000 is aiming high for a younger, action-oriented audience. The game is designed for fast rounds of less than 30 minutes. The N64 game will include a Free-Cam for checking out every angle of a putt. All in all, it was quite a day for EA and EA Sports, and this fall will be the biggest for EA on the N64.



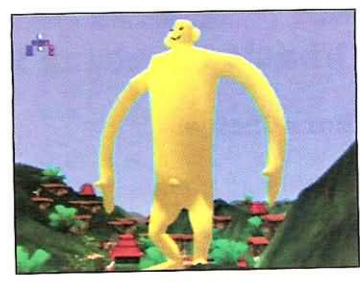
Knockout Kings 2000

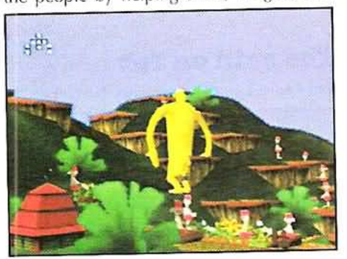


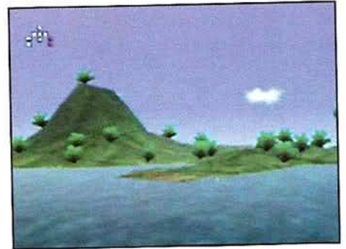
Knockout Kings 2000

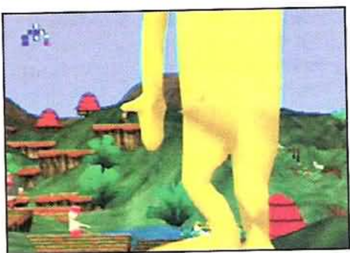
DOSHIN AND THE DD

Recently, Nintendo Company Ltd. in Japan announced that the long-awaited DD 64 accessory would be released only in Japan this fall. On the heels of that announcement comes news of an intriguing game called Doshin the Giant. The idea behind Doshin is that a giant appears on Baldo Island and helps the inhabitants, sort of like Populous, but with Doshin playing the helpful role of the god-figure. As Doshin gains the respect of the people by helping them, he grows in size, but if he accidentally drops a house or squishes a peasant, he'll shrink, a result of the hatred of the islanders. Two versions of Doshin—White and Black—have been proposed for the DD 64. The Black version would contain an anti-Doshin version while the White game would let players experience the good Doshin. Our screen shots of Doshin the Giant came from Param Ltd., the developer, and there are no plans to market Doshin or the DD 64 in the North American market.









BUILD IT AND THEY WILL PLAY

The efforts of Nintendo and Blizzard are about to pay off handsomely as Starcraft for the N64 nears completion and its launch date at the end of September. Real-time strategy fans who got a taste of how deep this genre can be when they played Command & Conquer for the N64 should be prepared for more sleepless nights. Starcraft is even deeper and more intriguing than C&C. Its battles range all over a vast region of space during an epic war between alien races, but the game also includes scenarios and two-player modes in addition to the standard episode mode that is the main challenge. Starcraft also features cool sci-fi graphics, lots of voices, and four game save slots. As for the missions, Starcraft includes all missions from the original game and the Brood War expansion pack including some special variations of levels for the N64.









Close encounters of the Zerg kind....

Coming Next Issue...

Volume 124, September 1999

The countdown is underway! Rare has been keeping Jet Force Gemini under wraps, but next month we'll reveal tantalizing details about its cosmic heroes, Juno, Vela and Lupus, and give you a glimpse into its fantastic new worlds. Don't miss our inside look at one of 1999's most anticipated titles!

JET FORCE GEMINI™

GEX 3: Deep Cover Gecko



Crave's slick sequel has us salivating—and you'll see why next month when we bring you in-depth strategies that will help you lick all the levels. It's an action-adventure that'll leave you laughing!

Blitz 2000

In our next issue, we'll tackle Midway's NFL Blitz 2000—prepare to feel the impact, because it's open season on linemen. Our play-by-play will teach you all the outrageous new moves.

StarCraft

If this month's review of Command & Conquer piqued your interest in real-time strategy gaming on the N64, you won't want to miss next month's preview of StarCraft, a truly stellar RTS.



N64

1. A Bug's Life
2. AeroFighters Assault
3. AeroGauge
4. Airboardin' USA
5. All-Star Baseball '99
6. All-Star Tennis '99
7. Automobili Lamborghini
8. Banjo-Kazooie
9. BattleTanx
10. Beetle Adventure Racing
11. BioFreaks
12. Blast Corps
13. Blitz
14. Body Harvest
15. Bomberman Hero
16. Bomberman 64
17. Buck Bumble
18. Bust-A-Move 2
19. Bust-A-Move '99
20. California Speed
21. Castlevania
22. Chameleon Twist
23. Chameleon Twist 2
24. Charlie Blast's Territory
25. Chopper Attack
26. Clay Fighter 63 1/3
27. Command & Conquer 64
28. Cruis'n USA
29. Cruis'n World
30. Dark Rift
31. Deadly Arts
32. Diddy Kong Racing
33. Doom 64
34. Dual Heroes
35. Duke Nukem 3-D
36. Duke Nukem: Zero Hour
37. Extreme-G
38. Extreme-G 2
39. F-1 Pole Position 64
40. F-1 World Grand Prix
41. F-Zero X
42. FIFA '99
43. FIFA Road to World Cup '98
44. FIFA Soccer 64
45. Fighter's Destiny
46. Fighting Force 64
47. Flying Dragons
48. Forsaken
49. Fox Sports College Hoops '99
50. Gex 64: Enter the Gecko
51. Glover
52. Goemon's Great Adventure
53. Golden Nugget
54. GoldenEye 007
55. GT 64 Championship Edition
56. Hexen
57. Iggy's Reckin' Balls
58. International Superstar Soccer '98
59. International Superstar Soccer 64
60. Jeopardy!
61. Ken Griffey Jr.'s Slugfest
62. Killer Instinct Gold
63. Knife Edge
64. Kobe Bryant in NBA Courtside
65. The Legend of Zelda: Ocarina of Time
66. Lode Runner 3-D
67. Mace the Dark Age
68. Madden '99
69. Madden 64
70. Magical Tetris Challenge featuring Mickey
71. Mario Kart 64
72. Mario Party
73. Mike Piazza's StrikeZone
74. Milo's Astro Lanes
75. Mischief Makers
76. Mission: Impossible
77. MLB featuring Ken Griffey Jr.
78. MLBPA Bottom of the 9th (N64)
79. Mortal Kombat 4
80. Mortal Kombat Mythologies: Sub-Zero
81. Mortal Kombat Trilogy
82. Multi Racing Championship
83. Mystical Ninja Starring Goemon
84. Nagano Winter Olympics '98
85. NASCAR '99
86. NBA Hangtime
87. NBA In the Zone '98
88. NBA In the Zone '99
89. NBA Jam '99
90. NBA Live '99
91. The New Tetris
92. NFL Quarterback Club '98
93. NFL Quarterback Club '99
94. NHL Blades of Steel
95. NHL Breakaway '98
96. NHL Breakaway '99
97. NHL '99
98. NHLPA and NHL Present Gretzky's 3-D Hockey '98
99. Nightmare Creatures
100. O.D.T.
101. Off-road Challenge
102. Olympic Hockey Nagano '98
103. Penny Racers
104. PilotWings 64
105. Pokémon Snap
106. Quake
107. Quake II
108. Quest 64
109. Rampage Universal Tour
110. Rampage World Tour
111. Robotron 64
112. Rugrats: Scavenger Hunt
113. Rush 2
114. San Francisco Rush: Extreme Racing
115. S.C.A.R.S.
116. Shadowgate 64
117. Snowboard Kids
118. Snowboard Kids 2
119. South Park
120. Space Station Silicon Valley
121. Star Fox 64
122. Star Soldier: Vanishing Earth
123. Star Wars: Episode One Racer
124. Star Wars: Rogue Squadron
125. Star Wars: Shadows of the Empire
126. Starshot
127. Super Mario 64
128. Super Smash Bros.
129. Superman
130. 1080° Snowboarding
131. Tetrisphere
132. Tonic Trouble
133. Top Gear Overdrive
134. Top Gear Rally
135. Triple Play 2000
136. Turok: Dinosaur Hunter
137. Turok 2: Seeds of Evil
138. Twisted Edge Snowboarding
139. Vigilante 8
140. Virtual Chess 64
141. Virtual Pool 64
142. Vitality: Edition '99
143. Waialae Country Club: True Golf Classics
144. War Gods
145. Wave Race 64
146. Wayne Gretzky's 3-D Hockey
147. WCW Nitro
148. WCW/nWo Revenge
149. WCW Vs. nWo: World Tour
150. Wetrix
151. Wheel of Fortune
152. Wipeout 64
153. World Cup '98
154. World Driver Championship
155. WWF: War Zone
156. Yoshi's Story

Game Boy

157. A Bug's Life
158. All-Star Baseball 2000
159. Antz
160. Arcade Hits: Defender/Joust
161. Arcade Hits: 720 Degrees
162. Arcade Hits: Spy Hunter/Moon Patrol
163. Black Bass Lure Fishing
164. Blitz
165. Bomberman GB
166. The Bugs Bunny Crazy Castle 3
167. Bust-A-Move 2
168. Carrot Crazy
169. Castlevania Legends
170. Chase HQ
171. Chessmaster
172. Conker's Pocket Tales
173. Donkey Kong Land
174. Donkey Kong Land 2: Diddy's Kong Quest
175. Donkey Kong Land 3
176. Donkey Kong '94
177. Dr. Mario
178. Duke Nukem
179. Final Fantasy Adventure
180. Final Fantasy Legend
181. Final Fantasy Legend II
182. Final Fantasy Legend III
183. Frogger
184. Game Boy Camera & Printer
185. Game Boy Color
186. Game & Watch Gallery
187. Game & Watch Gallery 2
188. Gex
189. Harvest Moon
190. James Bond 007
191. Ken Griffey Jr. Presents: MLB
192. Ken Griffey Jr.'s Slugfest
193. Kirby's Dream Land 2
194. Kirby's Pinball Land
195. Klax
196. Legend of the River King GB
197. Legend of the Sea King
198. The Legend of Zelda: Link's Awakening DX
199. Logical
200. Mega Man
201. Mega Man V
202. Men in Black
203. Metroid II: Return of Samus
204. Mickey Mouse: Magic Wand
205. Monopoly
206. Montezuma's Return
207. Mortal Kombat 4
208. Ms. Pac-Man
209. Mulan
210. NBA in the Zone
211. NBA Jam '99
212. NHL Blades of Steel
213. Pitfall
214. Pocket Bomberman
215. Pokémon
216. Pokémon Pinball
217. Power Quest
218. Prince of Persia
219. Quest for Camelot
220. R-Type DX
221. Rats
222. Rugrats
223. Shadowgate Classic
224. Shanghai Pocket
225. Small Soldiers
226. Smurf's Nightmare
227. Spy Vs. Spy
228. Super Breakout
229. Super Mario Land
230. Super Mario Land 2: 6 Golden Coins
231. Tarzan
232. Tetris Attack
233. Tetris DX
234. Top Gear Pocket
235. Turok 2
236. Twouble
237. Wario Land: Super Mario Land 3
238. Wario Land II
239. WWF Attitude
240. WWF Raw

Upcoming Releases & Other Picks

241. 1942 (Game Boy)
242. 40 Winks (N64)
243. Alice in Wonderland (Game Boy)
244. All Star Basketball 2000 (N64)
245. Andretti Racing (N64)
246. Armorines (N64)
247. Army Men (Game Boy)
248. Army Men: Sarge's Heroes (N64)
249. Asteroids (Game Boy)
250. Asteroids (N64)
251. Azure Dreams (Game Boy)
252. Babe's Friends (Game Boy)
253. Bass Hunter 64 (N64)
254. Bassmasters 2000 (N64)
255. Batman and Robin (N64)
256. BattleTanx (Game Boy)
257. BattleTanx 2 (N64)
258. Battlezone (N64)
259. Beauty and the Beast (Game Boy)
260. Bionic Commando (Game Boy)
261. Blitz 2000 (N64)
262. Blues Brothers 2000 (N64)
263. Bomberman 3 (N64)
264. Brunswick Circuit Pro Bowling (N64)
265. Bubble Bobble (Game Boy)
266. Bust-a-Move '99 (Game Boy)
267. Caesars Palace (N64)
268. Carmageddon II: Carpocalypse Now (N64)
269. Carnivale (N64)
270. Castlevania II (Game Boy)
271. Castlevania II (N64)
272. Catwoman (Game Boy)
273. Centipede (Game Boy)
274. Chef's Luv Shack (N64)
275. Conker's Pocket Tales (Game Boy)
276. Croc (Game Boy)
277. Crystalis (Game Boy)
278. CyberTiger 2000 (N64)
279. Daffy Duck (Game Boy)
280. Daikatana (N64)
281. Deer Hunter (Game Boy)
282. Déjà Vu I & II (Game Boy)
283. Destruction Derby 64 (N64)
284. Donkey Kong 64 (N64)
285. Dolphin
286. Dragon Storm (N64)
287. Duck Dodgers in the 24 1/2 Century (N64)
288. EarthBound 64 (N64)
289. Earthworm Jim 3D (N64)
290. Earthworm Jim: Menace II the Galaxy (GB)
291. Elmo in Grouchland (Game Boy)
292. Eternal Darkness (N64)
293. F1 World Grand Prix (Game Boy)
294. F1 World Grand Prix II (N64)
295. FIFA 2000 (Game Boy)
296. Gauntlet Legends (N64)
297. Gex 3: Deep Cover Gecko (N64)
298. Ghosts & Goblins (Game Boy)
299. Godzilla (Game Boy)
300. Harrier 2001 (N64)
301. Harvest Moon (N64)
302. Hercules (N64)
303. Heroes of Might & Magic (Game Boy)
304. Hole in One Golf (Game Boy)
305. Hot Wheels (N64)
306. Hybrid Heaven (N64)
307. Hydro Thunder (N64)
308. Hype: The Time Quest (N64)
309. Hyper Bike (N64)
310. ISS '99 (Game Boy)
311. Jeff Gordon Racing (N64)
312. Jeremy McGrath's Supercross 2000 (N64)
313. Jet Force Gemini (N64)
314. Junkbots (Game Boy)
315. Kirby 64 (N64)
316. Knockout Kings 2000 (N64)
317. Kobe Bryant in NBA Courtside 2 (N64)
318. LastLegion UX (N64)
319. Legend of the River King 64 (N64)
320. Lego Racers (N64)
321. Looney Tunes (Game Boy)
322. Looney Tunes Space Race (N64)
323. Lufia: Runes Chaser (Game Boy)
324. Madden NFL 2000 (N64)
325. Madden NFL 2000 (Game Boy)
326. Magical Tetris Challenge (Game Boy)
327. Mario Golf (Game Boy)
328. Mario Golf (N64)
329. Mega Man 5 (Game Boy)
330. Metal Gear Solid (Game Boy)
331. Mickey Racing (Game Boy)
332. MK: Special Forces (N64)
333. Monaco Grand Prix Racing Simulation 2 (N64)
334. Monopoly (N64)
335. Monster Truck Madness (N64)
336. Motocross Maniacs 2 (Game Boy)
337. NBA in the Zone 2000 (N64)
338. NBA in the Zone (Game Boy)
339. NBA Jam 2000 (N64)
340. NBA Live 2000 (N64)
341. NHL 2000 (N64)
342. NHL Blades of Steel 2000 (Game Boy)
343. NHL Blades of Steel 2000 (N64)
344. Nightmare Creatures 2 (N64)
345. Nomenquest (N64)
346. Nuclear Strike (N64)
347. Ogre Battle 3 (N64)
348. Paperboy (Game Boy)
349. Paperboy 64 (N64)
350. Perfect Dark (N64)
351. Pocket Bowling (Game Boy)
352. Pocket Pikachu
353. Pokémon Stadium (N64)
354. Pokémon Yellow (Game Boy)
355. Polaris's Snowcross (N64)
356. Puzzle Master (Game Boy)
357. Quest RPG: Brian's Journey (Game Boy)
358. Rainbow Six (Game Boy)
359. Rainbow Six (N64)
360. Rally Racing (Game Boy)
361. Rat Attack (N64)
362. Rayman 2 : The Great Escape (N64)
363. Ready 2 Rumble (N64)
364. Resident Evil (Game Boy)
365. Resident Evil 2 (N64)
366. Re*Volt (N64)
367. Ridge Racer 64 (N64)
368. Riqa (N64)
369. Road Rash (N64)
370. Rugrats Time Machine (Game Boy)
371. San Francisco Rush (Game Boy)
372. Shadow Man (N64)
373. Shadowgate Rising (N64)
374. Shamus 2000 (N64)
375. SimCity (N64)
376. South Park Rally (N64)
377. Space Invaders (N64)
378. Space Station Silicon Valley (Game Boy)
379. Spawn (Game Boy)
380. Speedy Gonzales (Game Boy)
381. Spiderman (N64)
382. Sprocket (N64)
383. Starcraft (N64)
384. Street Fighter Alpha (Game Boy)
385. Super Mario Adventure (N64)
386. Super Mario 64 2 (N64)
387. Supercross 2000 (N64)
388. Survival Kids (Game Boy)
389. Tamagotchi (N64)
390. Taz Express (N64)
391. Tazmanian Rush (Game Boy)
392. Tiger Woods (Game Boy)
393. Titus Jr. (Game Boy)
394. Top Gear Rally 2 (N64)
395. Toy Story 2 (Game Boy)
396. Toy Story 2 (N64)
397. Transfer Pak
398. Turok: Rage Wars (N64)
399. Twelve Tales: Conker 64 (N64)
400. Vegas Games 2000 (Game Boy)
401. Vigilante 8: Second Offense (N64)
402. WCW Mayhem (N64)
403. Wicked Surfing (Game Boy)
404. Wild Metal Country (N64)
405. Wildwaters (N64)
406. WinBack (N64)
407. Wrestlemania 2000 (N64)
408. WWF Attitude (N64)
409. Xena: Talisman of Fate (N64)
410. X-Men (N64)
411. Yar's Revenge (Game Boy)
412. Yoda Stories (Game Boy)
413. Zebco ProBass Fishing (Game Boy)

COMING SOON

A strange feeling of Déjà Vu

Kemco returns to the scene of the crime with a two-in-one whodunit exclusively for Game Boy Color. Déjà Vu 1 and 2 will be released in a single GBC Game Pak by the end of summer. NES fans will recall the Shadowgate-inspired interface of the original Déjà Vu, which introduced Chicago private-eye, Ace Harding. Déjà Vu 2: Ace Harding in Las Vegas was never released on the NES so this is a first for Nintendo players. Kemco has created a new graphical interface with icons replacing menu words. The new Déjà Vus also feature



Déjà Vu

brighter, more saturated colors for a richer look. But the mysteries at the heart of these two RPGs remain as involving as ever. Ace must piece together clues and solve heinous crimes. The games are filled with memorable, shady characters who inhabit the seedier side of the 1930's. For mystery and RPG fans, the double Déjà Vus will seem like old friends.

More WWF mania

THQ has finally lifted the curtain of secrecy on its first WWF game, which is scheduled for release before the end of 1999. The game is tentatively called Wrestlemania 2000 and will include more than ten exhibition and special matches, create-a-wrestler mode, and three-way battles for multiple players. Players will be able to assign moves and even pick feuds with other wrestlers. The same award-winning design team that created THQ's WCW/NWO titles will enter the squared circle one more time. From our early sneak peeks of the game, we believe they'll get the pin.

Re-Volt



Acclaim

Pokémon Yellow



Nintendo

Battletanx 2



3DO

Yoda Stories



THQ

Kobe Bryant In NBA Courtside 2



Nintendo

Hyper-Bike



Kemco

PAK WATCH

RELEASE FORECAST

SUMMER 1999

BASS HUNTER 64
GEX 3: DEEP COVER GECKO
NFL BLITZ 2000
RE-VOLT
ROAD RASH
ASTEROIDS
DAFFY DUCK
LOONEY TUNES
SPAWN
SPEEDY GONZALEZ
WICKED SURFING
YAR'S REVENGE

FALL 1999

ARMY MEN: SARGE'S HEROES
BASSMASTERS 2000
BATTLEZONE 64
BLITZ 2000
CASTLEVANIA II
CYBER TIGER 64
DK 64
EXCITE BIKE 64
GAUNTLET: LEGENDS
HARVEST MOON 64
HOT WHEELS
HYDROTHUNDER
HYPER-BIKE
JEREMY MCGRATH SUPERCROSS 2000
KNOCKOUT KINGS 2000
KOBE BRYANT IN NBA COURTSIDE 2
LEGO RACERS
MADDEN NFL 2000
MONOPOLY
MONSTER TRUCK MADNESS
NBA JAM 2000
NBA LIVE 2000
NFL QUARTERBACK CLUB 2000
NUCLEAR STRIKE
PERFECT DARK
RAINBOW SIX
RAT ATTACK
RAYMAN 2
RESIDENT EVIL 2
RIDGE RACER 64
ROADSTER TROPHY
STARCRAFT
SUPERCROSS 2000
TAZ EXPRESS
TOP GEAR RALLY 2
TUROK: RAGE WARS
WCW MAYHEM
WINBACK
WRESTLEMANIA 2000
XENA:TALISMAN OF FATE
1942
ALICE IN WONDERLAND
BABE & FRIENDS
BEAUTY & THE BEAST
BIONIC COMMANDO
CASTLEVANIA II
CRYSTALIS
CROC
DAFFY DUCK
DEER HUNTER
GHOSTS & GOBLINS
GODZILLA
ISS 2000
NBA IN THE ZONE 2000
NBA LIVE 2000
NHL BLADES OF STEEL 2000
NHL HOCKEY 2000
MARIO GOLF
MEGA MAN 5
MICKEY RACING
TIGER WOODS GOLF
PAPERBOY
POKéMON YELLOW
QUEST RPG: BRIAN'S JOURNEY
RESIDENT EVIL
REVELATIONS: THE DEMON SLAYER
SPEEDY GONZALEZ
STREET FIGHTER ALPHA
TAZMANIAN RUSH
TOY STORY 2
YODA STORIES

FUTURE

ARMORINES
ASTEROIDS 64
BATTLETANX 2
BRUNSWICK CIRCUIT PRO BOWLING
CARMAGEDDON II
DAIKATANA
DUCK DODGERS IN THE 23 1/2 CENTURY
EARTHWORM JIM 3D
ETERNAL DARKNESS
F-1 WORLD GRAND PRIX II
HARRIER 2001
JUNGLEBOTS
KIRBY 64
LOONEY TUNES: SPACE RACE
THE NEW ADVENTURES OF BATMAN
NIGHTMARE CREATURES 2
NOMENQUEST
OGRE BATTLE 3
PAPERBOY 3D
POKéMON STADIUM
READY 2 RUMBLE
RIQA
SHADOWGATE RISING
SPACE INVADERS
SPIDER-MAN
SUPER MARIO ADVENTURE
TOY STORY 2
TWELVE TALES: CONKER 64
VIGILANTE 8: SECOND OFFENSE
X-MEN
X-STREAM
WILD METAL COUNTRY
AZURE DREAMS
CATWOMAN
DÉJÀ VU 2
EWJ: MENACE 2 THE GALAXY
MICRO MACHINES V3
RALLY RACING
ROADSTERS '99
SAN FRANCISCO RUSH
SILICON VALLEY

NINTENDO 64
GAME BOY COLOR

Pak Peeks

What's breaking in the world of games.

More Choices

Nintendo of America is set to add the biggest titles yet to the library of budget-priced Player's Choice titles. Later this summer, the following hit games will join the Player's Choice family: The Legend of Zelda: Ocarina of Time, Banjo-Kazooie, Rogue Squadron, 1080° Snowboarding, and Yoshi's Story. The manufacturer's suggested retail price on these new Player's Choice offerings is just $39.95. You should be able to find these games beginning August 23rd. If you missed out on the incredible action of these blockbusters when they were first released a year ago, you won't want to miss them a second time.

The blitz is on

NFL Blitz 2000 from Midway is set to rock the world of arcade football for the second year in a row on the N64. This year's edition has some all-pro features such as a four-player mode, design-your-own plays, and of course the coolest animations in video sports. The play design mode is now so detailed that players will be able to position and move their linemen for special plays. Blitz looks to repeat the incredible success of last year with its release this August.



NFL Blitz 2000

Join the club

If your gridiron tastes run more to the realistic than the slamtastic antics of Blitz, then NFL QB Club 2000 from Acclaim may be your ticket to the Super Bowl. We just received the latest shots of QB Club 2000, and as usual it is the graphics king of the football hill. But the development team at


NFL QB Club 2000

Acclaim Studios Austin (formerly known as Iguana Entertainment) has beefed up the AI and animation in the third annual offering of QB Club on the N64. Just like Madden NFL 2000, NFL QB Club 2000 should be more realistic in the details that count, like the realistic movement and more accurate tackling. No matter which football game you favor, one thing is for certain— N64 football fans have will have a lot to cheer about this fall.

Put this in your car and crunch it

Destruction Derby 64 is another title created by Psygnosis and published by an established N64 publisher. In this case, THQ will bring the metal-crunching action to the N64. Destruction Derby 64, as the name implies, is a racing game with a smashing concept—everyone smashes everyone else until their cars stop. It's a matter of combin-



Destruction Derby 64

ing the best of fighting and racing games—destruction plus speed equals fun. Our first look at Destruction Derby 64 left us bruised but happy. Even though the game is done, THQ won't release it until the prime selling season this fall. Look for the loose fenders and smoking exhausts this November.

The spin on Taz

Taz Express from Infogrames burst into the


Taz Express

Pak Watch office just before press time so naturally we thought we'd grab a few screen shots and show you how the Looney Tunes hero is getting on. Development of Taz Express at Zed Two in Great Britain has reached a fevered pace in anticipation of a late fall release here in North America. Responding to the wishes of recent focus groups, Infogrames has decided to pump up the amount of action in the game. The resulting mix of action (such as Taz spinning through walls to discover new areas) with puzzle elements should make for a more exciting game play experience. One innovative concept that should add extra depth to the game is the presence of special items that are awarded at the end of the game. When you've gone through the game once and received an item such as a rocket pack or skates, you'll be able to go back through the game and open up new areas that you couldn't reach the first time through. The next step in development is the addition of character voices, including Bugs Bunny, Yosemite Sam and Marvin the Martian, not to mention Taz himself.

NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 122 (July '99): World Driver: Championship, Quake II, *Star Wars*: Episode I: Racer Review–Part 2, Command & Conquer, Hybrid Heaven Preview, Inside E3: The Future of Nintendo, The New Tetris, Rugrats: Scavenger Hunt, Mario Golf Preview, Shadow Man Preview, Ken Griffey Jr.'s Slugfest (GB), Pokémon Pinball (GB), Duke Nukem (GB).

Volume 121 (June '99): Pokémon Snap, Ken Griffey Jr.'s Slugfest, A Bug's Life, WWF Attitude Preview, *Star Wars*: Episode I: Racer Review–Part I, V-Rally Edition '99, Behind the Scenes at Left Field Productions, World Driver: Championship Preview, Monaco Grand Prix, Conker's Pocket Tales, R-Type DX, All-Star Baseball 2000 (GB), Join the Power Panel.

Volume 120 (May '99): Guide to E3, *Star Wars*: Episode I: Racer Preview, 1998 Nintendo Power Award Winners, Superman, All-Star Baseball 2000 (N64), Shadowgate 64: Trials of the Four Towers, All-Star Tennis '99, Bust-A-Move '99, Ken Griffey Jr.'s Slugfest Preview, Airboardin' USA, Pokémon Snap Preview, Conker's Pocket Tales Preview, Game Boy Color Games, Super Mario Bros. Deluxe.

Volume 119 (Apr. '99): Beetle Adventure Racing, Super Smash Bros., Triple Play 2000, O.D.T., Global Gaming Special, Goemon's Great Adventure, MLBPA Bottom of the 9th, Lode Runner 64, Starshot: Space Circus Fever, NBA In the Zone '99, A Bug's Life Preview, Midway Arcade Hits, Re-Volt Preview, Y2K Exposé, First Edition of PokéCenter.

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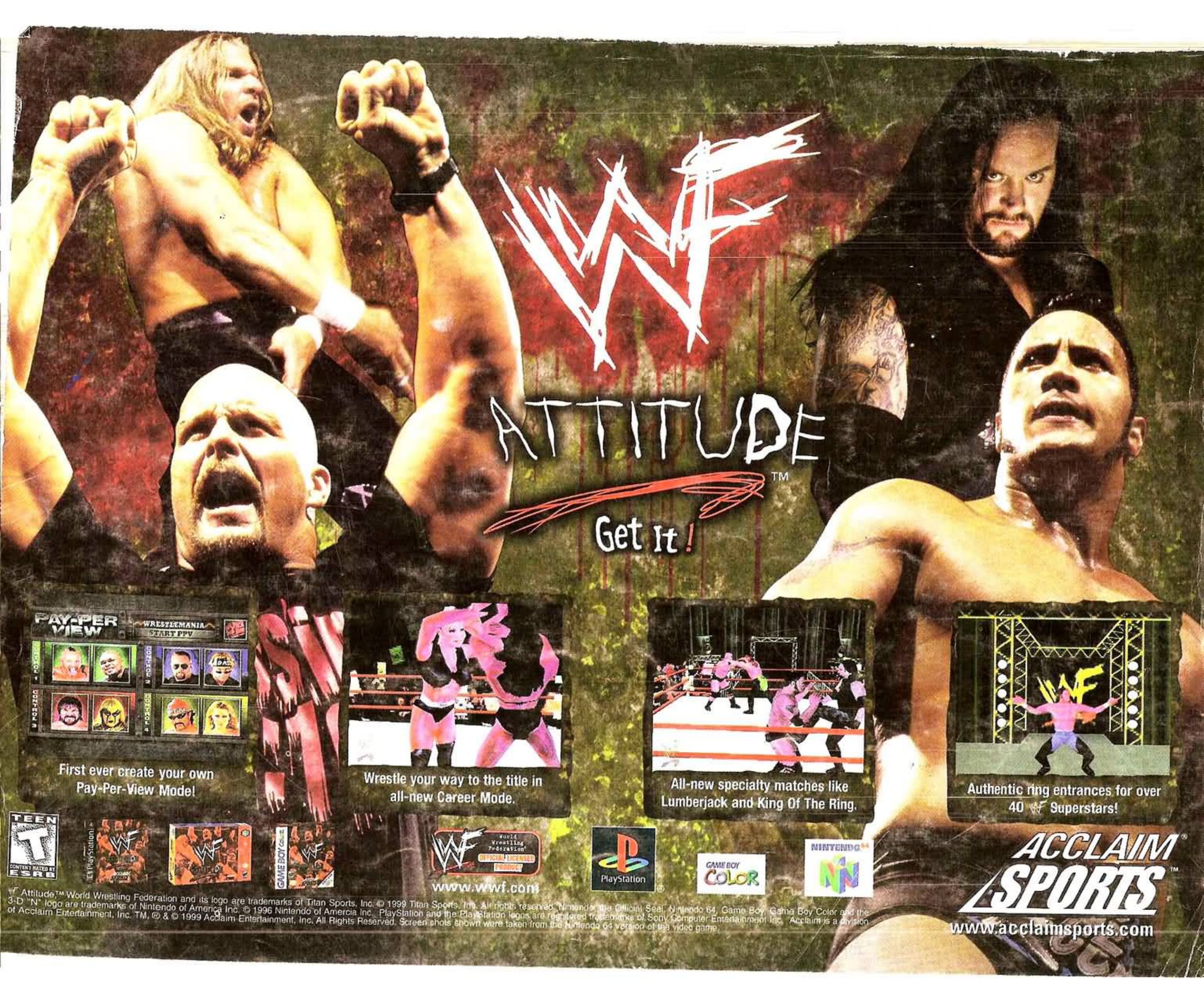


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